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Nintendo

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CONTENTS

ISSUE 53 FEBRUARY 1997

MARIO KART 64

PAGE 12

THE DRIVE OF YOUR LIFE ON N64!

The most eagerly anticipated racing game ever has finally arrived on N64. If you thought the Super NES version was cool, check this out! In fact, what are you still doing on the contents page? Get to page 12 immediately – the race is about to start!

SHADOWS OF THE EMPIRE

PAGE 30

FEEL THE FORCE AS NMS TAKE CONTROL!

After three Super NES triumphs, Star Wars bursts into life on the N64 with Shadows of the Empire. Help Dash Rendar defeat Xizor and his Black Sun Organisation and restore peace to the galaxy before the dark side of the force proves too much to handle!

DKC3
Mega player's guide begins!
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Court in the act!
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First hands-on playtest!
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SUPER NINTENDO ENTERTAINMENT SYSTEM
NINTENDO 64

CRUIS'N USA

LET THE N64 DRIVE YOU CRAZY!!

How d'ya fancy driving across America from San Francisco to Washington? Well, you can wait 'til you're 21 or slot Cruis'n USA into your N64 and take to the road! Yes, it's finally here, so buckle up and enjoy the ride.

PAGE 22

SHOSHINKAI SHOW SPECIAL

THE HOTTEST SHOW OF THE YEAR, AND WE WERE THERE!

After whetting your appetites with our news feature last issue, we bring you the whole picture in a special 16-page pullout. Relive all the excitement of the show by turning to page 43.

PAGE 43

TERRANIGMA

GO BACK TO THE ICE AGE!

From Enix, the coders behind Illusion of Time, comes another RPG masterpiece. The world has been completely frozen by mysterious spirits, and you're the only hope. You're bound to get a frosty reception but, be brave – you might just save the day!

PAGE 38

NBA HANGTIME

IN YER FACE MAMA!

Grab your sneakers 'n' vests and get out onto the court for a two-on-two slam-dunkin' extravaganza! All the NBA teams, a host of top professionals, and a plethora of special moves and options await. Enter the land of the giants on page 60.

PAGE 60

TIPS

DONKEY KONG COUNTRY 3	66
KIRBY'S FUN PACK	74
NHS TIPS	64

REGULARS

EDITORIAL	5
NEWS	7
NEXT MONTH	96
NMS UK TOUR	94
Q&A	80
SEAL'S MAILBAG	78

IRREGULARS

CRUIS'N USA VS MARIO KART 64	28
SHOSHINKAI SPECIAL	43

NMS REVIEWS

NBA HANGTIME	60
TERRANIGMA	38
VERSUS	59

PREVIEWS

BOMBERMAN SPECIAL	92
DUAL HEROES	86
MULTI-RACING CHAMPIONSHIP	88
NAMCO GALLERY 2 (GB)	90
TUROK: DINOSAUR HUNTER	84

64-PLAY

CRUIS'N USA	22
MARIO KART 64	12
SHADOWS OF THE EMPIRE	30
ST ANDREWS GOLF	82

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We regret to say that cover-mounted gifts and promotions are not available to our overseas readers, Soz!

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Nintendo® PEOPLE SYSTEM

Well, this is it – the big one! Yes, Mario Kart 64 finally arrived in the office, causing untold chaos as I battled the rest of the building to get a go. It really is awesome, and you can read about it on page 12. The almost-as-impressive Shadows Of The Empire turned up too, as did Terranigma and NBA Hangtime. Boy, what a month! I'm sorry if I sound a little tired, but in between the Mario Karting I've been putting the finishing touches to a secret project I've been working on for the past few months. And if you want to know what it is, turn to page 96 now. I think you'll like what you see...

DAVE

YOU'RE SUCH A CARD!

You may remember we showed you Rare's Christmas card last year. Well, once again they've come up with a cool design, and we thought you'd like a peek. As you can see, the Kong family are up to their old tricks again, although I'm not sure about having a Rare logo at the top of the tree. Call me old fashioned, but it's got to be a fairy in my book! And talking about Christmas cards, thanks to all of you who sent us one. There's too many to thank in person, but you know who you are... Cheers!

RATINGS GUIDE

90-100 — ANY GAME SCORING ABOVE 90% IS AWARDED THE SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS. Saving your pocket money to buy an N64 can't fail to impress Mum and Dad. Keep it going 'til March and make sure they know you're going to withdraw the money. Fingers crossed, they'll tell you to keep the money in your account and pay for it themselves!

80-89 — Giving up sweets is always a good one 'cos there's no way your parents can keep tabs on you all the time. Just make sure you keep it up for a few months and, all being well, a free Nintendo 64 courtesy of Ma and Pa will be yours!

70-79 — Helping with the shopping every week can also have its advantages. Okay, so it's a bit embarrassing being seen in public with the oldies, but you can have a say in what goodies go in the trolley, and at least they can see you're being conscientious.

60-69 — Promising to do your homework can work to your advantage, although it does have its drawbacks. Mum and Dad can now monitor your progress by checking the work. On the plus side, it needs to be done, and a good report should ensure they buy you an N64 as a reward.

50-59 — Even though you kept promising to visit your Auntie Betty, you only managed it once during '96. Okay, it's a real pain in the backside – I know she smells and can't cook to save her life – but at least she gives you a fiver every time you pop round!

40-49 — "I'll take the dog for a walk every night." It's quite a harmless chore, but what happens when it's pouring with rain or it's snowing? This sounds good in theory, but there are easier ways to impress your folks.

30-39 — GAMES SCORING BELOW 40% ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE BENCHMARK OF BADNESS! Although you're quite a nice guy, you do have a moody side, so promising to be nice to your sister is a guaranteed loser! Sure, you can keep it up during the Christmas period, but wait 'til she starts hogging the phone to talk to her drippy boyfriend every night!

20-29 — What starts as a good money making scheme for a N64 can turn into a complete nightmare. "I'll mow grandma's lawn, every fortnight," you say innocently. You can now kiss your Sunday lie-in goodbye!

0-19 — It's the worst resolution that you can make. "I promise to keep my room tidy." From now on, don't expect your mum to put the cleaner round, dust your CD player and pick up your dirty socks.

NINTENDO PEOPLE SYSTEM

We're well into January and, as is usual at the start of the year, the NMS boys have all made their New Year resolutions. Now, we all know they won't be able to stick to them, but let's find out what they were.

DAVE "Workaholic" UPCHURCH

Dave has hardly been pulling his weight since the influx of N64 games, so he's promised to stop playing and get back to work. "From now on I'm gonna to write a little more, and help the designers. After all, I'm not the editor for nuthin'!" With that, Dave walked into the games room saying he had a confidential meeting and locked the door. Strange – he kept doing that last year!

CURRENT FAVE GAMES: Shadows of the Empire, Mario Kart 64, Street Fighter Alpha 2, Donkey Kong Country 3.

DAVID "Love machine" McCOMB

Davey's resolution is more like a personal quest. "This year, I hope to find the perfect woman." Overall, 1996 wasn't a huge success in the love category, and he hopes that during '97 he'll be able to find a young lady who (a) can hold a conversation without him having to press a button or, (b) one who doesn't need inflating...

CURRENT FAVE GAMES: Mario Kart 64, Turok: Dinosaur Hunter, Terranigma

PETE "Caring, sharing" BARRELL

Although Pete may like a sweet and innocent guy, he can be quite ruthless when he wants to be. "I'm going to try to be nice to Chris. That's my resolution. I'm going to be understanding when he messes up, and support him through... Oi, Hobbsy! Back to work you lazy git!"

CURRENT FAVE GAMES: Shadows of the Empire, Mario Kart 64, Killer Instinct Gold.

SHAUN "Singalong" WHITE

As you may have gathered, Shaun's only musical taste is rock. However, he's promised to broaden his taste by listening to the other guys' music. "I'll give it go. From now on, I won't criticise every time someone puts on a CD I don't like. It can't be helped. It's not my fault I'm the only one blessed with an ear for a good tune."

CURRENT FAVE GAMES: J-League Perfect Striker, Mario Kart 64, NBA Hang Time

CHRIS "Beefcake" HOBBS

Chris has finally had enough of people laughing at his rather pathetic physique, so he's decided to go to the gym to beef himself up. It's unfortunate that, on his first day, he was mistaken for a weight-lifting pole, but fair play to him – he's decided to persevere. Watch your back Arnie, the Hobbmeister's here!

CURRENT FAVE GAMES: Shadows of the Empire, J-League Perfect Striker, Donkey Kong Country 3

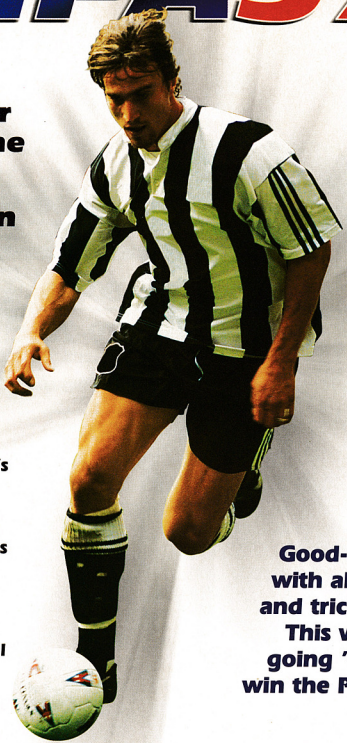
PHIL "Oversleep" DAWSON

"I promise to get to work on time every day," was Phil's reply. If you've ever been late, we guarantee you won't be able to come up with a better excuse than Phil. It's become legendary – "I don't see what the problem is. I'm always in by 10.05, only five minutes late. Whatcha mean, we start at 9.30?!"

CURRENT FAVE GAMES: KI Gold, Mario Kart 64, Donkey Kong Country 3

Special thanks to Matthew Gulliver from Weston-Super-Mare for the cartoons – they're great!

FIFA97



This summer football came home.

Now you can take it anywhere you want!

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- **Over 50 of the world's greatest teams to compete against**
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- **Extensive team and game stats**
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Black Pearl

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FIFA

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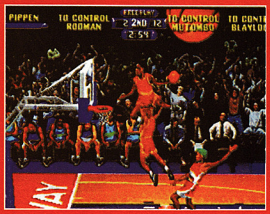
ON ITS WAY IN THE USA!

We've recently received a US release schedule which, although not 100% accurate, does at least give you the chance to see which N64 games are coming up over the next few months. Just take a gander at this little lot!

GAME	PUBLISHER	STYLE	RELEASE
NBA Hangtime	Midway	Sports sim	07/01/97
Mario Kart 64	Nintendo	Racing	17/02/97
War Gods	Midway	3D Beat-'em-up	28/02/97
Turok: Dinosaur Hunter	Acclaim	3D Shoot-'em-up	04/03/97
Doom 64	Midway	3D Shoot-'em-up	15/03/97
FIFA 64	EA Sports	Sports sim	25/03/97
Goldeneye 007	Nintendo	3D Shoot-'em-up	28/03/97
Blast Corps	Nintendo	Action	April '97
Tetrisphere	Nintendo	Puzzle	April '97
Star Fox 64	Nintendo	3D Shoot-'em-up	May '97
Hexen 64	GT Interactive	3D Shoot-'em-up	Spring '97
Lamborghini 64	Titus	Racing	Spring '97
Mission: Impossible	Ocean	Action	Spring '97
Ultra Combat	GT Interactive	3D Shoot-'em-up	Spring '97
Ultra Descent	Interplay	3D Shoot-'em-up	Spring '97
Kirby's Air Ride	Nintendo	Action	June '97
Body Harvest	Nintendo	3D Shoot-'em-up	Summer '97
Buggie Boogie	Nintendo	Racing	Summer '97
Duke Nukem 3D	Nintendo	3D Shoot-'em-up	Summer '97
Freak Boy	Virgin	Action	Summer '97
MLB Feat Ken Griffey	Nintendo	Sports sim	Summer '97
Top Gear Rally	Kemco	Racing	Summer '97
Yoshi's Island 64	Nintendo	Action	Summer '97

(ABOVE) *So, do you think you can wait 'til March to get you hands on Turok: Dinosaur Hunter?*



(ABOVE) *After the excellent NBA Hangtime on Super NES, it's coming to the N64 in January!*

(ABOVE) *Starfox 64, the most eagerly awaited shoot-'em-up in history.*

Nintendo® NEWS NETWORK

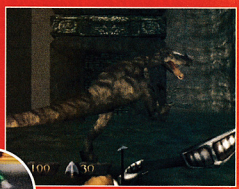
WINGING ITS WAY TO THE N64!

Paradigm, the brains behind Pilotwings 64, has pledged its future to the N64. It has formed a new division, Paradigm Entertainment, which will concentrate solely on the development of video games. Paradigm will continue to work on 3D titles, as well as tools to further enhance the games industry. Although we're still unsure which games are on the horizon, Paradigm is believed to be developing a sequel to its groundbreaking Pilotwings 64.

(ABOVE) So, will there be a sequel to Pilotwings 64? We hope so!

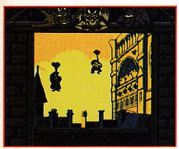
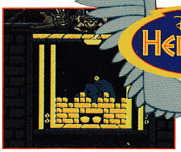
POINTS OF VIEW!

Is there something about Nintendo that you want to get off your chest? Something you want to know about the Big N? Well, THE Games has set up an E-mail address so you can get in touch and air your views. Your questions can be about anything - the N64, release dates, even your opinion on a particular title. So, why not drop them a line? The address is **afitzgibbons @THE.co.uk.**. Who knows...? It could make a difference in the future.



YOUR FACE RINGS A BELL!

After the phenomenal success of Toy Story, T•HQ are hoping for more of the same with its latest batch of Disney titles. The first game, which is planned for a March release in the US, is a five-in-one Game Boy title based on the animated feature, The Hunchback of Notre Dame. The games include a bowling game, a balloon floating game, a moving tile puzzle and a traditional scrolling platformer. The game will be aimed at a younger audience, and so this title might prove too easy for experienced gamers. Also planned for Game Boy is an adaptation of the upcoming Disney movie, Hercules. Not to be outdone, Super NES owners can expect to see a game called Timon and Pumba, based on the The Lion King's loyal sidekicks. We'll hopefully have confirmed release dates next month.

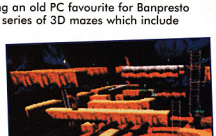



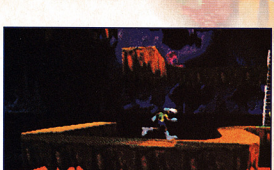
I CAN'T READ, I CAN'T WRITE, BUT I CAN DRIVE A TRACTOR!!

Have you ever wanted to work on a farm and raise a family? Well, now you can with the help of your Super NES! After huge success in Japan (under the name The Meadow Story), developer Natsume has decided to release it in America with a new title – Harvest Moon. The game is set over a two and a half year period and, in this time, you have to develop your farm, chat up and eventually marry the girl next door, and even raise a child! Your main goals are to grow crops, raise cows and increase your happiness points. With a February release in America, it's likely we could see this in early Summer '97, although no UK distributor has decided to take the game as yet.

BIG BANG BABY!

Big Bang Entertainment are currently developing an old PC favourite for Banpresto called Lode Runner. Players have to navigate a series of 3D mazes which include various traps such as ladders, disappearing walkways and all manner of enemies. There'll also be several puzzles which need to be completed before you can progress. These screenshots have been taken from the PC version, but at least they give you an idea as to how the N64 levels will look. The developers are hoping to introduce a 'smart camera' option which automatically selects the best viewpoint. Lode Runner is still in early development stages, so don't expect this game until the middle of next year.



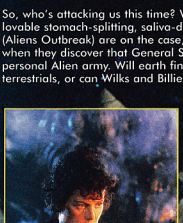


(ABOVE) This is how Lode Runner looked on the PC. Just imagine how good it'll be on the N64!

IT'S ALL A BAD DREAM!

No sooner have you breathed a sigh of relief as you stop another bunch of intergalactic hoodlums from taking over the world, when another power-crazed band of ruffians decides to chance their arm. I don't know why we bother!

So, who's attacking us this time? Why, it's none other than those lovable stomach-splitting, saliva-drooling Aliens! Wilks and Billie (Aliens Outbreak) are on the case, but soon run into trouble when they discover that General Spears is training his own personal Alien army. Will earth finally surrender to the slimy extra terrestrials, or can Wilks and Billie save the day once more?



To discover the answer you have two choices: (a) buy a copy of Aliens: Nightmare Asylum, which is available in all good bookshops, price £9.99, or (b) take advantage of our super compo! Yes, once again our buddies from Titan books have given us six copies of the latest Alien adventure.

To get your grubby paws on a free copy, answer the simple question below:

Q.Who played Ripley in the infamous Alien movies?

(a)Sigourney Weaver
(b)Meg Ryan
(c)Madonna

If you know the answer, write it down on the back of a postcard or a sealed down envelope, along with your name and address, and send it to:

WELCOME TO MY NIGHTMARE! Compo,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

All entries must reach us by February 28th, 1997, when the lucky winners will be drawn from Pete's exploding stomach. Urk!

speed

know the score

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Speed affects everyone differently. It can induce feelings of panic, anxiety and even long-term paranoia.

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Dehydration when dancing on Speed is another danger. To combat this sip about a pint of non-alcoholic liquid an hour to replace lost fluids. Include fruit juices and energy drinks to keep sodium levels up. Remember to chill out.

Your heart rate speeds up. This could cause your heart to beat irregularly. You could collapse. This can occur even in young, healthy people.

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N64 PLAY

NINTENDO 64

CART SPEC

- **BY:** NINTENDO
- **PRICE:** SEE IMPORTER
- **RELEASE:** OUT NOW (JAPAN)
- **GAME TYPE:** RACING GAME
- **CART SIZE:** 96 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-4
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Yes
- **OPTIONS:** Tons!

GAME INFO

- **GAME ORIGIN:** It's only the sequel to the biggest-selling (and some would say best) Super NES game of all time, that's all!
- **GAME DIFFICULTY:** Average
- **SCORE TO BEAT:** Win the Kinoko and Flower Cups.

GAME CONTROL

- **CONTROLLER:** 3D Stick
- **RESPONSIVENESS:** Excellent

A Accelerate

B Brake

Z Activate power-up

Change view / Not used / Change display / Not used

L/R L: Not used R: Jump

S Pause

GAME CREDITS

- **DEVELOPED BY:** NINTENDO
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** JAPAN
- **ARTWORK:** © NINTENDO

After months of slobbering over Japanese screen shots, it finally happened. After weeks of sleepless nights, it's here. Yes, you heard right, the most eagerly awaited racing game of all time has found its way to the NMS offices - Mario Kart 64!

Not since the fateful day when Super Mario 64 arrived in Emap Towers has a game aroused so much excitement. In fact, rather than leaving all their work until the last second of deadline as usual, the editorial bods were beavering away all month, making sure that they'd have time to play the game when it arrived! So, is Mario Kart 64 the racing experience that we'd all hoped for, or will it languish in the pits? Let's go karting!

マリオカート

MARIO KART 64

VIVA DA DIFFERENCE!

So, what new features does it offer? For a start, the 3D courses aren't flat like the original, instead featuring hills and dips which can slow your kart to a crawl. Also, the sound effects change depending on your position so, if you're inside a tunnel, all the screams and voices will echo. The courses also feature different surfaces, such as sand, ice and slippery stones, requiring you to change your driving style for each race. In fact, there are so many differences that it's more like a new game than a sequel!

MODE TO MEASURE!

The actual racing modes are identical to the Super NES version. One player can try Time Trial and Grand Prix, two players can play Grand Prix, Versus and Battle Mode, while three and four players have Battle Mode and Versus to choose from. In Grand Prix and Versus, players also have a choice of 50cc, 100cc and 150cc karts, each level increasing the speed of play and toughness of the other racers.

WARM UP YER ENGINES AND

THE BOYS TO ENTERTAIN YOU!

All your favourite Nintendo characters are revved up and ready to rock! Wario and Donkey Kong (not DK Junior as before) have joined the regular gang, these eight racers then being sub-divided into three groups.

THE HEAVYWEIGHTS

Wario, Donkey Kong and Koopa have slow acceleration and are often left standing at the starting line. However, they have a high top speed, so they can soon catch up and knock the smaller characters off the track!

THE MIDDLEWEIGHTS

The Mario brothers are probably the best for beginners. Although they can be beaten up by the nastier heavyweights, they have the speed and strength to give the wee racers a run for their money!

THE LIGHTWEIGHTS

These characters – Princess Peach, Yoshi, Kinopio – have fast acceleration and are always first off the mark. However, because they weigh no more than Donkey Kong's fist, they're easily battered into last place!

TAKE CONTROL!

Another big difference is the kart handling. Once again the 3D Stick is an ideal method of control – rather than simple left and right turns, the Stick allows you to control the exact movement of the kart, whether it be a slow sweep around a long corner or a hand-brake turn on a steep mountain slope.

GET READY FOR THE RIDE OF YOUR LIFE!!

ALL NEW POWER-UPS!

Another big difference is the inclusion of some excellent new power-ups. Unlike before, you can keep your power-up tied to the back of your kart where it can hit tailgators and block incoming shells, also allowing you to pick up additional prize as well.

BUNCH OF BANANAS

Lets players to scatter a trail of banana skins in their wake!

MULTIPLE RED SHELLS

Three homing shells circle the player until ready for use.

BLUE SPIKED SHELL

If shot correctly, this awesome projectile can take out several opponents at once!

GOLDEN MUSHROOM

An unlimited nitro speed burst for a short period of time.

FAKE QUESTION BLOCK

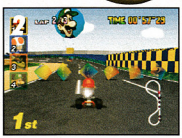
Looks exactly like a power-up, but is booby-trapped and explodes if touched!

KINOKO CUP

This is the easiest championship and an ideal place for beginners to get to grips with the 3D Stick. All the courses have a simple layout, so it won't be long before the cup's yours!

LUIGI CIRCUIT

Luigi Circuit is the easiest of all, it's simple layout being no more than a huge circle!



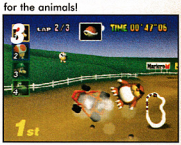
However, just look at that mysterious Luigi hot air balloon. What's in that box attached to the bottom?

MOH MOH FARM

This course is a dirt track through the cutest farm ever seen. Look out for the animals!

As you're about to enter the huge tunnel, take a look at the video wall mirroring all the action!

Luckily, the tunnel is packed with power-ups so it should be easy to win the race.

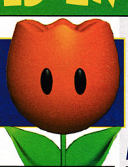


Blam! If you crash into one of these toothy terrors you'll be knocked high into the air!

GO FOR GOLD IN THE KINO

FLOWER CUP

This second cup is slightly more tricky than the last, introducing sharp corners, roaming nasties and terrifying drops into deep rivers and rocky pits!



KINOPIO HIGHWAY

This race takes place on a motorway where the tiny racers have to avoid huge cars and lorries!

Unfortunately, the power-ups are placed in the hard shoulder and you must skid in to pick them up.

A good tip is to search for the mushroom nitro boost to speed past the huge vehicles.

However, the course is even harder if an opponent finds the lightning power-up and shrinks you!

FRAPPE SNOWLAND

This is the first of the ice courses featuring snow, slippery surfaces and an ice sculpture of Yoshi!

The course is packed with exploding snowmen who can knock even the toughest driver out of the race!

NOKO NOKO BEACH

This race takes place on a golden beach. Watch out! If the tide comes in, you'll get soaked!

The most dangerous obstacles are the gophers who pop their hairy heads out of their underground burrows.

There's also a secret passage. Jump from the ramp into the cave and emerge behind a waterfall!

Also beware the overhead bridge near the finish line – it's easy to crash into the concrete legs!

Oh, watch out for the crabs! These creepy crustaceans love to burst tyres with their sharp claws!

KARA KARA DESERT

As a C&W track whines in the background, Mario and friends race through a barren desert.

However, watch out for the huge steam train that trundles through the middle of the course.

'Cos the desert's so sparse, it's wise to scatter as many banana skins as possible to thwart your opponents.

Sometimes you'll be driving so fast that you don't have time to brake before reaching the train tracks!

PIO AND FLOWER CHAMPIONSHIPS!!

CHOCO MOUNTAIN

Now the karters must race round winding mountain paths, most of which don't have security rails!

Like the dirt and beach tracks, it's much harder to steer as your kart wheels spin on the ice.

To make it harder, there's an avalanche near the end and some nasty boulders to knock you for six!

There's even a valley in which you can ricochet green shells to stump any opponents stuck behind you!

The final straight is very bumpy, and you might need a nitro burst to keep the upper hand.

MARIO STADIUM

The home of Mario Karting! Just look at that friendly Mario hoarding in the distance.

The sides of the track are lined with familiar scenery. Look, haven't we seen that huge mushroom before?

Also look out for the narrow tunnel. Wouldn't it be nice to drop some bananas here? Hee, hee, hee...

However, beware the Piranha Plants. They sleep by the roadside, just waiting for a tasty racer to crash!

STAR CUP

Oh, now we're cooking! In this championship the courses get windier and there are more hazards dotted here and there, making them much trickier to navigate.

WARIO STADIUM

Wario's course is a lengthy dirt track, and it's a great choice for multi-player action.

Although the track is quite wide, there are tons of tight bends to keep you on your toes.

Hey, look – you're on TV! In the distance a huge video wall keeps track of the karting fun.

There are a couple of big jumps to take, so stay alert and make sure you don't mess 'em up!

SHERBET LAND

Wrap up warm and put your leather driving gloves on 'cos you're about to take to the ice again!

Most of the race takes place around a frozen lake, but there are caves to explore too...

Steer clear of the giant penguins wandering aimlessly about or you'll be sent flying!

...Where yet more penguins reside, and there are thick pillars of rock to steer around too.

ARE YOU MAN ENOUGH TO WIN

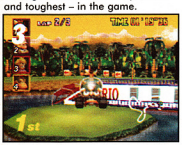
SPECIAL CUP

The ultimate test of Mario Karting skill! These are the longest and most intense courses in the entire game – and arguably the most spectacular too. Can you stand the pace?

DONKEY JUNGLE PARK

This tense race through dense undergrowth is one of the prettiest – and toughest – in the game.

Driving across a rickety rope bridge over a chasm takes you past an impressive tumbling waterfall.



Don't spend too much time admiring the steamboat as you jump the river – there's a race on, you know!

There's a short tunnel to pass through, which the smart can use to make a sneaky shortcut...

YOSHI VALLEY

This course is maze-like, offering players the chance to choose their own routes to the finishing line.

However, the longer pathways are extremely narrow and almost as deadly, so take your pick.

Generally speaking, the shorter pathways are patrolled by spiky hedgehogs who'll burst your tyres.

The finishing line is protected by a giant Yoshi egg which tumbles about, crushing all who come near.

64 PLAY
NINTENDO 64

PEACH CIRCUIT

This is another 'traditional' race over tarmac roads lined by driver-hungry Piranha Plants.

Roughly halfway around the course you're attention will be caught by this chevron pattern on the road...

...It's a massive jump over a river! Yikes! Make sure you line up properly before you take it!

And what's this? Why, it's Peach's castle, looking exactly the same as it did in Super Mario 64!

KOOPA CASTLE

You can tell this is Koopa's place – there are giant fire-breathing statues of him everywhere!

Inside the castle's halls, giant Thwomps will pound up and down and attempt to squash you.

To keep a grip on the road, try and keep on the lush scarlet carpet – those flagstones are slippery!

There's a moat of fiery lava flowing around the castle – make sure you don't skid off into it!

THE STAR AND SPECIAL CUPS?!

HYUUDORO LAKE

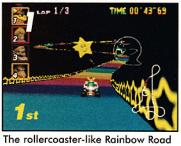
Get ready for the fright of your life, 'cos we're about to race around the spooky ghost house!

Oh my gawdfathers, what's that? It's that fish – the same flippered friend who hands out the cups!

Now proceedings take a turn for the scarier as the entrance to the ghost house looms...

Inside the ghost house's crumbling walls, watch out for flocks of bats which'll block your view.

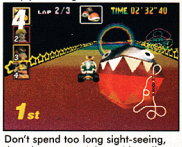
RAINBOW ROAD



The rollercoaster-like Rainbow Road is the longest course in the game. Have you got the stamina to win it?

Just look at those translucency effects on the road itself – isn't that simply amazing?

And what about those huge neon faces of Mario and the rest of the daring karters?



Don't spend too long sight-seeing, though, or you might accidentally drive into a lurking Bow-Wow.

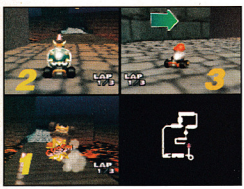
RACE 'N' CHASE UP TO THREE MARIO KARTING MATES!!

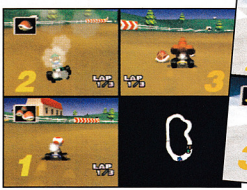
MULTI-MADNESS!

Mario Kart 64 is a truly wonderful one-player game, but where it really excels is when played against a mate (or three!).

TWO-PLAYER

When two players compete the screen splits horizontally into halves, exactly like in the old Super NES game. There are three modes: Grand Prix (exactly the same as one-player GP), Versus and Battle.



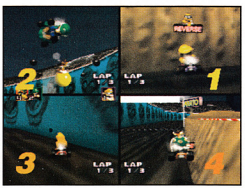


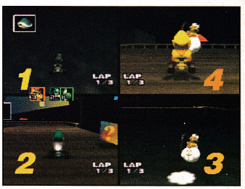
THREE-PLAYER

When three Mario Karters are gathered together the screen splits into quarters, with the 'spare' quarter used to display the ever-useful course map. Only Versus and Battle modes are selectable for three players.

FOUR-PLAYER

This is Mario Kart 64 at its most manic! Again, the only choosable modes are Versus and Battle and the screen splits into four quarters, allowing each player to have their own window on the action.

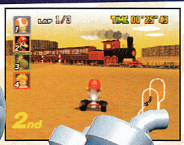




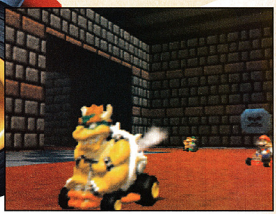
DUEL TO THE DEATH!

Fans of Mario Kart on Super NES will be familiar with the Battle mode, in which players are free to use any means possible to eliminate their rivals. Each driver has three lives, represented by ballons tied to the back of the kart, and one is lost every time they get hit by an enemy shell or fall too far.

(ABOVE) Mario Kart 64's gonna burst some bubbles in more ways than one!



(ABOVE) When Mario asked Wario to catch the bus, he didn't mean crash into it too! Collisions like this are inevitable on the traffic-heavy lanes of Kinopio Highway.



SEEN AN ARENA!

There are four unique Battle arenas, each specially designed to give maximum multi-player fun. The most interesting thing about them is that they're split into levels of varying height connected by ramps. It's not unknown for sneaky players to hide on a ledge above their foes and then drop down and attack when they least expect it!

BIG DOUGHNUT

A relatively simple arena, the biggest danger being the vast round lava pit in the middle.

BLOCK FORT

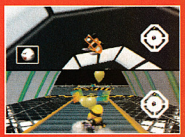
This square arena has four towers in each corner, connected by platforms and walkways.

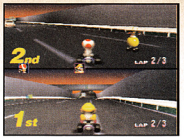
DOUBLE DECK

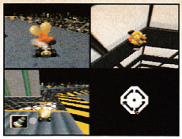
The most maze-like of all the arenas, which is split into three levels joined by ramps.

SKY SCRAPER

This arena is situated on top of a lofty tower block, where there are loads of pits to fall down.







BOMB-BOOZLED!

In the Versus mode, a new and highly dangerous element is added to the mix – the Bomb Buggy! This tiny pod car scoots around the track, and if anyone is careless enough to crash into it it explodes and sends the hapless driver flying! The Bomb Buggy adds a new edge to Battle mode too – if a driver is eliminated, they're turned into a Bomb Buggy and can have their revenge by crashing into one of surviving players!

GHOSTLY GOINGS -ON IN TIME ATTACK MODE!!

TO BE THE BEST!

In Time Attack mode you get the chance to practice on any of the 16 tracks, and also to attempt to rack up the best time possible (this is then saved to the cart). And if you've got a Memory Pak slotted into your controller, you can save out your best lap and race against a 'ghost' version of yourself! Even better than that, you can send your Pak to a mate and they can race against you, without you even being there!

COMMENT

DAVEY After waiting for so long, I was worried that Mario Kart 64 would be a great disappointment. After all, how could you improve on the perfection of the Super NES original? Luckily, the game both matches and, in most aspects, surpasses its older brother. The most stunning aspect is the graphics, with their beautifully drawn versions of all the best known Mario characters, along with 16 excellent courses, each of which looks and feels totally different to the last. The sound is also excellent, each character having their own set of phrases and each track its own tune. However, more importantly, the playability of the original is still there. The four-player battle mode is probably the most fun you can have with three people, the quartered screen working well and revealing enough of the track to race with ease. MK64 is an excellent game which will become an all-time classic.

COMMENT

DAVE There are very few 'events' in the video-gaming world, but the arrival of Mario Kart 64 is definitely one of them. After all, it's not every day that the sequel to the biggest-selling racing game is released, is it? And the good – no, make that wonderful – news is that it's every bit as good as you ever dreamed it'd be. It can't have been easy for Shigeru Miyamoto and his team to better the best racer ever, but by Harry they've done it! Mario Kart 64 has all the well-balanced playability of its 16-bit predecessor and then some, all topped off with some of the best graphics and sound the N64 has yet produced. And the multi-player modes are just terrific. Remember the fun you had in two-player on the original SMK? Okay, now quadruple it – yes, it's that good! If I've got any grumble it's that the CPU-controlled drivers are a bit too good – no matter how well you drive, some-one's always up your exhaust. Still, at least it makes for exciting racing, and it's a minor blemish on an otherwise classic game.

64 PLAY
NINTENDO 64

BREAKDOWN

	LOW			HIGH
STRATEGY				■
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW			HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR				■

GRAPHICS

▲ Simply brilliant – full of character and with loads of neat little touches. And there's no noticeable slow-down, even in four-player mode!

SOUND

▲ Great – nice tunes and loads of sampled speech effects.

▼ In four-player mode the sound can get chaotic!

PLAYABILITY

▲ Hey, this is Mario Kart! What more needs to be said?

LASTABILITY

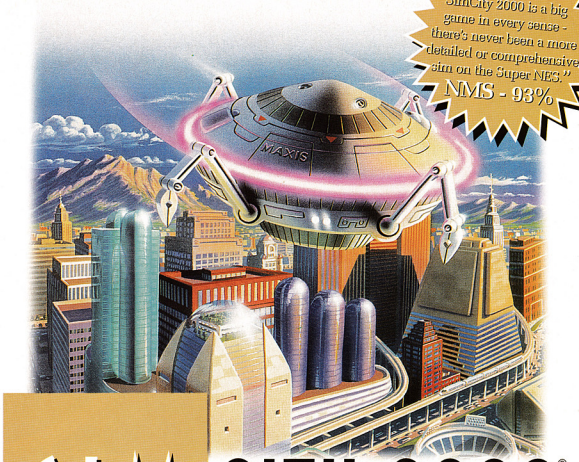
▲ Infinite! You'll still be racing your mates in ten years' time.

OVERALL

Mario Kart 64 takes the classic gameplay of its 16-bit inspiration, cranks it up to the max and then adds incredible graphics, great sound, and brilliant new multi-player modes! It's almost too good to be true!

Some Games are Simply Streets Ahead of the Competition

"A must-buy classic. SimCity 2000 is a big game in every sense - there's never been a more detailed or comprehensive sim on the Super NES." NMS - 93%



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N64 PLAY

NINTENDO 64

CART SPEC

- **BY:** WILLIAMS
- **PRICE:** SEE IMPORTER
- **RELEASE:** OUT NOW (USA)
- **GAME TYPE:** RACING
- **CART SIZE:** 64 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1–2 Players
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Yes
- **OPTIONS:** Loads.

GAME INFO

- **GAME ORIGIN:** The first N64 game based on an existing (albeit dated) coin-op.
- **GAME DIFFICULTY:** Moderate
- **SCORE TO BEAT:** Drive coast to coast.

GAME CONTROL

- **CONTROLLER:** 3D Stick/D-pad
- **RESPONSIVENESS:** Variable

A — Change view

B — Change radio

Z — Gas

Gear up / Not used / Display / Gear down

L/R — L: Brake, R: Brake

S — Pause

GAME CREDITS

- **DEVELOPED BY:** WILLIAMS
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** USA
- **ARTWORK:** © WILLIAMS

It came as quite a surprise to everyone when Nintendo stepped away from the road and onto the water for their debut N64 racing title. Well, for those of you who prefer sitting behind the wheel rather than bobbing on a lake, the wait is over. Nintendoids, I give you Cruis'n USA!

If you cast your minds back to the first time you heard about the N64, you'll remember that the first two games to be announced were Killer Instinct and Cruis'n USA. Killer Instinct changed dramatically and we've been blessed with the impressive KI Gold. However, Cruis'n USA hasn't strayed from the original coin-op, even though Cruis'n World is about to appear in the arcades. So, with that in mind, does it have the acceleration to compete against the latest boy racers, or is it a Mini Metro in a field of Porsches. Let's take a vacation to the good ol' US of A and find out...

PUT THE PEDAL TO THE METAL!

Cruis'n USA allows budding road-ragers to drive coast-to-coast across North Amercia, or select an individual stage and slowly work their way across the country. At first, only one stage is available, but the others are opened up by selecting the Cruis'n The USA option and winning the corresponding race. There are three difficulty settings, Easy, Medium and Hard, which are mixed up to try and thwart your progress.

VROOM WITH A VIEW!

There are four cars on display when you first enter the select screen, although three extra vehicles are also available by performing a cheat which is printed in the instruction manual. Each has its advantages and disadvantages so, if you pick the fastest vehicle, there's a good chance that the acceleration or handling will be poor.

The game can also be viewed from three viewpoints - drivers seat, rear over-head close and rear overhead far.

PLAYED IT, LOVED IT, SEEN IT

'63 MUSCLE BOMBER

Although the Muscle Bomber fails to dominate a single category, it's still a very consistent car to drive. It boasts the second fastest top speed, and third fastest in acceleration. If it's consistency you're looking for, this is definitely the car to choose.

LA BOMBA

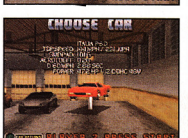
The Bomba is extremely quick off the mark, although slightly lacking in the top speed category. It's road handling is also pretty impressive and, with the amount on traffic of the roads, this is an ideal car for beginners.

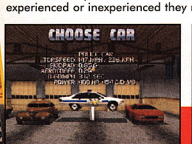
DEVASTATOR VI

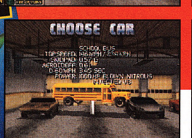
Boy racers take note – this is the car for you! Its top speed can't be beaten, although it's a little sluggish when pulling away from the starting line. It's handling is also slightly dodgy, so this beauty's best suited to experienced drivers who can steer clear in congested areas.

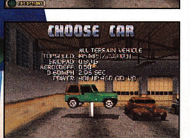
ITALIA P69

What this car lacks in top speed, it more than makes up for with its road handling. Its acceleration will also keep it in contention with the rest of the pack. This car will suit any driver, no matter how experienced or inexperienced they may be.









POLICE CAR

The joint-fastest car on offer, and it handles like a dream. Its only setback is that it's not-too-hot in the acceleration department but, overall, it's probably the best of the bunch. And anyway, who's going to get in the way of the law? Come on...

SCHOOL BUS

Not surprisingly, the bus is very sluggish off the mark, although its top speed is a very reputable 145 mph. The handling isn't too bad, and it's the ideal vehicle to block anyone who's trying to overtake. The major setback is that it looks like a large split-tin loaf!

ALL TERRAIN VEHICLE

The top speed isn't too impressive (in fact it's slower than the school bus), the acceleration is average, and it handles like a dog. In fact, I can't think of any reason why you'd select this vehicle. One for all off-road nuts or the mentally insane. It's gripped... it's sorted!

OI! ROAD HOG! MOVE OVER!

Once you get in front of the other racers, don't expect a leisurely drive to the finish line. The problem with driving on public roads is that the streets are heaving with traffic, each driver believing they have as much right to hog the road as you! You might feel that it's easier to use the lanes on the opposite side – but beware! – you'll be driving directly into oncoming vehicles!

(ABOVE) *If you don't beat the train to the crossing, you'll come a cropper! Just look at all that carnage!*

IOWA

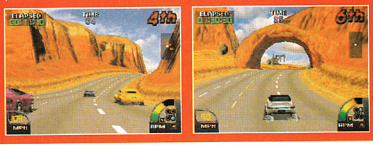
Now you're deep in the heartland of America, and this scenic level is full of corn fields and small farm huts. Don't stop at the toll gates, though - you're out of quarters and it'll cost you valuable seconds! Floor it, knock the barrier flying and don't look back...

BEVERLY HILLS

Time to cruise through the streets of the rich and famous. There's nothing too taxing here, although the Hollywood sign can be distracting. Watch out for the falling coconuts if you crash into the palm trees, and the tunnel section which becomes windy.

GRAND CANYON

The road in this level is very wide and the lack of traffic makes it easy to overtake. The stage is also very picturesque with rock bridges overhead. Once through the canyon, the finishing line takes you towards Mount Rushmore.



REDWOOD FOREST

This is the trickiest level in the race. The narrow lanes cause major congestion, so make sure you get in front as soon as possible. Once in the forest, the windy track can cause inexperienced drivers to veer into the trees!

SAN FRANCISCO

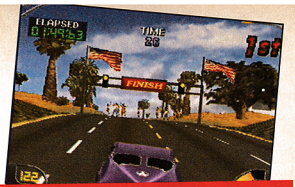
Driving through the streets of San Francisco is a very bumpy affair! The sharp bends at the top of hills catch you unawares, and you'll need to use your brakes to avoid crashing into the buildings. The tunnelled section is also a nightmare!

WASHINGTON

This final stage is chock-full of famous landmarks including the Vietnam War Museum, the Washington Memorial and the White House, which you drive past before finishing at Bill Clinton's front door. The layout of the course is very windy with many tight corners.

DRIVE YOUR WAY ACROSS THE USA!

For those brave enough to cruise the entire length of the country, there are 14 stages to complete before you can taste victory. Once again, you'll need to win each stage to progress to the next, while avoiding all the traffic clogging up the freeways. However, each part of the journey has its own hazards which also need to be avoided, as well as many recognisable landmarks which are incredibly distracting.



LA FREEWAY

Driving along the LA Freeway is quite an easy and enjoyable experience. The wide lanes and easy corners should cause little or no problems, but keep a look out for the barrels, road barriers and lamp posts which will slow you down if you crash into them.

US 101

Try to stay in the middle of the road 'cos the sandy verges slow you down. There are also a couple of sections of the road under repair, so hit the ramps at top speed to get across safely. Once again, the wide lanes and long corners shouldn't cause you too many problems.

ARIZONA

There are few hazards in the desert, but keep your eyes open for the telephone poles and cacti 'cos they can bring you to a sudden halt! There are a few quick 'S' bends that need to be taken with caution, but other than that it's quite a simple drive.

DEATH VALLEY

The two lane freeway in this course makes overtaking extremely difficult. There are very few bends on this desert track, so try to take advantage of the long straights. To finish the level you must race the train and get across the tracks before it spins you off the road.

APPALACHIA

The four lanes in this stage make it easy to overtake, especially once you reach the long straight just before the finish. However, the rock walls can bring your vehicle to a stand still, so extreme caution is advised when accelerating into the bends.

CHICAGO

This stage begins easily, so try to get ahead. However, once you reach the viaduct the road divides, so choose which side you wish to use, and beware the build up of traffic. The final section is a nightmare with the overhead railway restricting your movements.

GOLDEN GATE PARK

A gentle introduction to the game. You'll encounter a long, wide, straight road with few bends and several bridges, including the Golden Gate itself. There are occasional road barriers to avoid and traffic is heavy on the highway.

INDIANA

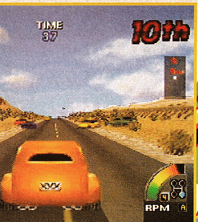
This stage is virtually identical to Iowa. It's packed with corn fields and toll gates. Once again, the roads are narrow with countless sharp bends appearing from nowhere. After completing Iowa, this should be a breeze.

Cruis'n

NINTENDO 64

STAY ON COURSE!

Racers can choose to control their vehicle via the 3D Stick or D-Pad, the game playing differently depending on your choice. However the 3D stick is recommended if you want a more realistic driving experience. The play controls can be modified and there's also a separate option to modify the response of the vehicle, so you can make it feel like you're driving a Lada Estate or a power-steering Ferrari. I know which I'd prefer!



BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ As good as the arcade, with some attractive background scenery.
▼ The vehicles all look a little boxy, and there's some pop-up.

SOUND

▲ Four tunes to switch between. Once again, the American commentator continues to get carried away.
▼ All the tunes are incredibly dull and become annoying after a while.

PLAYABILITY

▲ The 3D Stick offers a unique experience. Also, the first couple of journeys across country are enjoyable.
▼ You might find the 3D Stick too awkward and the D-Pad plain dull.

LASTABILITY

▲ 10 single stages, Cruis'n The USA mode, and an average two-player split screen option.
▼ The two-player mode is a huge disappointment. It also becomes tiresome having to complete the game just to win new vehicles.

OVERALL

It's as good as the arcade version so, if you loved that, you'll have no complaints. That said, this really shouldn't have appeared on the N64. Cruis'n The World would've been a better option but, even then, it would be a huge gamble. Very average indeed.

COMMENT

SHAUN I can still remember the first time I saw Cruis'n USA in the arcades. Seeing the old Ultra 64 logo appear on the screen, and the cool car to sit in, I thought this was going to be a serious driving experience. But three minutes later, as I stepped out of the cabinet, I wasn't impressed. Sure it looked nice, but it wasn't particularly fast, or even challenging for that matter. That's pretty much my opinion on the N64 version. It still looks ace, but it seems well past it's 'sell-by' date, even before it's been given one. It also plays much better in one-player mode which is, again, another huge disappointment. Perhaps the developers should've released Cruis'n The World or, better still, not bothered! Not one of the better N64 games.

COMMENT

DAVE Oh dear. Let's not beat around the bush here, Cruis'n USA is something of an embarrassment. The lurid graphics are okay, although there's some terrible pop-up, but the music is awful – just nasty plinky-plonky jingles that rapidly grate. It's fun to play (sort of) in one-player mode, albeit exceptionally easy to complete. However, in two-player mode it's a right shambles – the screen update is sometimes so jerky the game becomes totally unplayable. Mind you, what did we really expect? After all, the original coin-op was no great shakes either, so I suppose this is an accurate conversion. If you're desperate for a car game then this is just about adequate, but if it's real racing thrills you're after go for WaveRace.

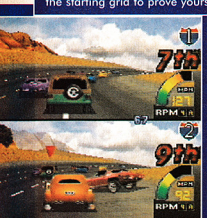
I LIKE A NICE TUNE!

If you're going to make it from the West to the East coast, you'll need a good selection of tunes to keep you amused on the long and lonely roads. There are four melodies from which to choose, although don't expect any really cool, catchy tunes to whistle along to. Oh no, it's the same old repetitive rubbish, but at least you can switch to something else when one's doing your head in!

I'VE GOT TWO BABE!

If after wiping the floor with the CPU you still feel the need to flex your gaming muscles, there's also a split-screen two-player option on offer. Once again, the Single Stage, Cruise The USA and Random Stage options are available, as well as the seven vehicles with manual or automatic transmission. Then it's off to the starting grid to prove yourself all over again.

(ABOVE) In two-player mode the screen update on the more complex courses can become very sluggish, and there's some very annoying pop-up – something that's inexcusable in a Nintendo 64 game.



SPECIAL FEATURE

Okay, after reading our mind-sizzling 64-PLAYs you know absolutely everything about Cruis'n USA and Mario Kart 64. But now it's time to separate the Damon Hills from the Ukyo Katayamas. In this guide we've listed all the essential elements which go into making a top racing title, and shown how the games perform in each category. They're on the starting gird. 1... 2... 3... THEY'RE OFF!

ON YER MARKS... GET SET... GO!!

Cruis'n USA		マリオカート MARIO KART 64
Four regular cars, exactly the same as the original coin-op version.	NUMBER OF CARS	Eight karts, all driven by your favourite Nintendo characters.
14 stages which take you from one side of America to the other.	NUMBER OF TRACKS	Sixteen tracks, each one totally different to the last.
Yes – reach Washingdon and you can upgrade your current motor.	CAN YOU UPGRADE THE CARS?	No – what you see is what you get!
Yes, three - police car, school bus and 4x4 all terrain vehicle.	ANY SECRET CARS?	Unlikely – but with Nintendo, anything's possible!
Yes – Single Race, Cruise the USA and Random Stage.	HEAD-TO-HEAD?	Yes – Versus, Grand Prix and Battle Mode.
Just the two players on a vertically split screen.	NUMBER OF PLAYERS	Up to four! The screen is vertically split for two players, and divided into quarters for three- and four-player action!
Three – in the driver's seat, above close and above far.	NUMBER OF VIEWS	Two different views (near and far) and three different displays for the speedometer, map and so on.
Save your progress and opened tracks onto the Memory Pak.	USE OF MEMORY PAK	You can save your best Time Attack performances to the Pak and race against them in the future!
Average. There's a clever use of faded horizons to limit pop-up but, overall, the game feels sloppy and outdated.	USE OF N64'S POWER	Excellent. All the racers have their own unique personality, the 3D backgrounds look and feel excellent, and the whole game plays exactly as an N64 game should.
Disappointing. A good looking game which hasn't improved on the oh-so-average arcade original.	THE VERDICT	Just as good as we expected! Mario Kart 64 has all the fun and excitement of the original, yet looks and plays a thousand times better. An essential purchase for all Nintendo fans!

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N64 PLAY

NINTENDO 64

CART SPEC

- **BY:** NINTENDO
- **PRICE:** $79.95
- **RELEASE:** OUT NOW (USA)
- **GAME TYPE:** SHOOT-'EM-UP
- **CART SIZE:** 96 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Yes
- **OPTIONS:** Difficulty

GAME INFO

- **GAME ORIGIN:** The power of the Force and the might of the N64 combine for the very first time!
- **GAME DIFFICULTY:** Hard
- **SCORE TO BEAT:** Make it to the race through Mos Eisley.

GAME CONTROL

- **CONTROLLER:** 3D Stick
- **RESPONSIVENESS:** Good

A Jump/Boost

B Fire

Z Look around
Fire tow cable

Change weapons
Activate jet-pack
Change camera views
Crouch

L/R L: Not used
R: Brake/Strafe

S Pause

GAME CREDITS

- **DEVELOPED BY:** LUCASARTS
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** USA
- **ARTWORK:** © NINTENDO

If you're a Star Wars fan, then this is the moment you've been waiting for – the first in-depth NMS 64-PLAY of this awesome space adventure! But have LucasArts created a Force for good, or have they turned to the Dark Side? Now, at last, we can reveal all...

If you're going to create a Star Wars game, who better to do it than LucasArts? This brilliant team of crack software developers was formed over a decade ago by George Lucas himself, the man who first dreamt up the whole Star Wars universe, and in their time they've created top games starring Luke, Leia, Han and the rest of the gang for a multitude of gaming platforms, including the NES, Super NES and Game Boy. Now they've produced their first game for the awesome N64 – and the result is every bit as good as you'd hope it'd be...

STAR WARS SHADOWS OF THE EMPIRE

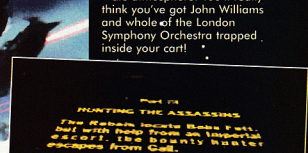
THE MAGIC OF THE STAR WARS MOVIES COMES TO THE N64!!

A LONG TIME AGO...

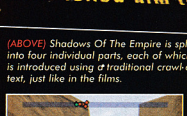
Unlike previous Star Wars games, Shadows Of The Empire isn't based on one of the famous films. Instead it follows a totally new story set in the period between The Empire Strikes Back and Return Of The Jedi. The main villain of the piece is the reptilian Xizor, criminal leader of the Black Sun organisation, who aims to kill Luke Skywalker and so replace Darth Vader as the Emperor's right-hand man. You play Dash Rendar, a likable rogue in the Han Solo vein, who becomes caught up in the Rebels' struggle against the Empire and Luke's attempts to evade Xizor's assassins!

CRANK IT UP!

One of the best things about Shadows is the music. Mixing familiar themes from the films with new music specially created for the Shadows project, it really is outstanding and helps no end in generating an authentic Star Wars atmosphere. You'll really think you've got John Williams and whole of the London Symphony Orchestra trapped inside your cart!


Part IV
HUNTING THE ASSASSINS
The Rebels locate Boba Fett, but with help from an Imperial escort, the bounty hunter escapes from Cobb.
Above the planet, an assassin nearly kills Luke, Princess Leia, fearing for his safety, asks Dash to follow him to Tatooine.

(ABOVE) *Shadows Of The Empire is split into four individual parts, each of which is introduced using a traditional crawl-of text, just like in the films.*



A TALE FROM THE STARS!

Shadows follows the same format as the old Super NES games, mixing different game styles to create a totally unique Star Wars experience. As the game progresses, the plot is related using animated cut-scenes, mixing 2D art of the characters with 3D models of the spaceships – and they work really well!

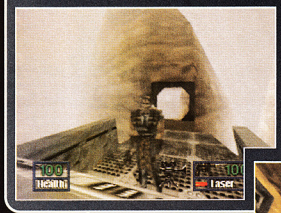
HALT! WHO GOES THERE?

Shadows boasts ten levels in all, six of which take the form of Doom/Quake-style first-person shoot-'em-ups. In these Dash has to run and jump his way around all manner of exotic alien environments, including a vast Imperial freighter, the dank sewers beneath the Imperial City on Corsucant and even Xizor's lavish palace, and do battle with hordes of Stormtroopers, Probots, Interrogation Droids and the like in order to carry out special missions for the Rebels.

FIGHT STORMTROOPERS ON T

DOOM WITH A VIEW!

In the first-person sections you can choose from four different views: a traditional 'in-head' view, a floating 'chase camera' view, an overhead view, and a not-particularly-useful 'cinema' view which tracks your progress from fixed cameras dotted around the scenery. You can also make Dash look around by holding down the Z-trigger and twiddling the 3D Stick.



(LEFT) Dash, looking all mean, moody, and totally magnificent, takes a ride on a small skiff floating high over Gall Spaceport.

FIRE AT WILL, COMMANDER!

Dash Rendar comes ready-equipped with a standard blaster, which is more than enough to deal with most of the nasties he meets. However, when you eventually meet the more formidable mid-way bosses and end guardians you'll be glad of weapon upgrades, which can be found hidden here and there. These upgrades can be stored and switched between at will.

PULSE

This weapon scatters purple blobs of plasma energy everywhere. It's most effective when used up-close.

SEEKER

This little beauty fires miniscule but powerful missiles that home-in on any heat-emitting source. Not effective against bosses, though.

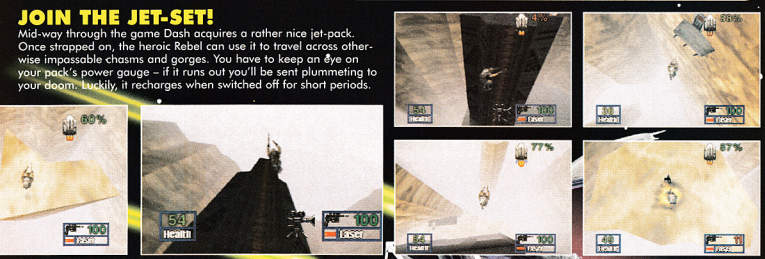
FANCY A QUICK SWIM?

In the sewer level, Dash has to don flipper and snorkel (well, almost!) and swim though murky pools in search of tunnels and switches. Control here is very similar to Super Mario 64, with the 3D Stick used to tilt Dash and the B-button used to thrust forward. You have to become a good swimmer sharpish, because pretty quickly you meet a giant Dianoga – and it's hungry!

IE GROUND AND IN THE SKY!!

JOIN THE JET-SET!

Mid-way through the game Dash acquires a rather nice jet-pack. Once strapped on, the heroic Rebel can use it to travel across otherwise impassable chasms and gorges. You have to keep an eye on your pack's power gauge – if it runs out you'll be sent plummeting to your doom. Luckily, it recharges when switched off for short periods.



FLAME

A personal favourite of bounty hunter Boba Fett, this flame-spewing weapon can only be used up-close.

STUNNER

This is probably the most humane weapon available, and freezes any humanoid lifeforms within range.

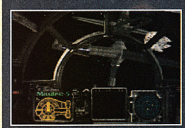
DISRUPTOR

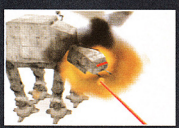
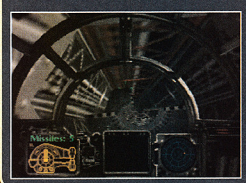
The ultimate tool of destruction! But be very careful that Dash isn't standing too close when it detonates!

CAN YOU DEFEAT THE FEARED

STAY ON TARGET!

Punctuating the walk-about sections are sequences where you actually get to fly some of the cool vehicles from the Star Wars universe. In the very first level you pilot Snowspeeders against Walkers on Hoth; in the sixth level you steer a swoop bike through the streets of Mos Eisley, trying to ram rival bikers off the road; and in the final level you pilot the Outrider into the heart of Xizor's Skyhook, in an attempt to destroy its reactor core!



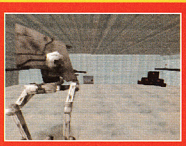



A HIVE OF SCUM AND VILLAINY!

All of the Doom-ish levels have massive end guardians to defeat, and some of the later ones also have mini-bosses about halfway through. Here's a rough guide to some of 'em...

SCOUT WALKERS

The attacking Imperial forces have penetrated the Rebel HQ on Hoth. As Dash explores the base's icy caverns, trying to find a way to power-up the main shield doors, he runs into a Scout Walker! He'll have to step lively to stay alive!



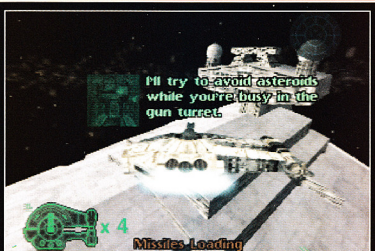
IG-88

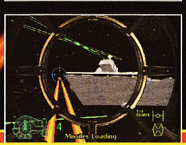
A perilous train ride through the vast scrapyard on Ord Mantel, which sees our hero dodging security droids, carries Dash to an encounter with the robotic bounty hunter, IG-88. A deadly cat-and-mouse gunfight ensues, which only one will survive!

BOUNTY HUNTER, BOBA FETT?!

THEY'RE COMING IN TOO FAST!

And there's more! Two levels place you in the gunnery bubbles of Dash's ship, the Outrider, with the job of zapping wave after wave of TIE Fighter and TIE Bombers. If the going gets too hot, you have a limited number of Proton Torpedoes which'll take out a whole group of enemy ships at once. You can choose to view the action either from inside the bubble or from outside the ship.





BOBA FETT

The feared Boba Fett is hiding out in Gall Spaceport. Here Dash must attempt to steal back Han Solo's carbon-frozen body. However, it ain't easy – for a start Fett is no pushover, and when the going gets tough he's got Slave 1 to back him up too!

LOADER DROID

Dash infiltrates the Imperial Freighter Suprosa in search of a secret super computer, where he's attacked in the docking bay by a giant mechanical Loader Droid, which attacks our daring hero using its spinning extendible arms.

GLADIATOR DROID

Deep in the heart of Xizor's Palace, Dash faces the most fearsome boss of them all – a huge Gladiator Droid. This metallic beast comes equipped with a whole arsenal of weapons and is practically unstoppable!

DO OR DO NOT, THERE IS NO TRY!

Shadows offers players four difficulty levels to tackle, ranging from Easy to Jedi. However, even on Easy we reckon it'll take most of you a fair while to get through the game, even aided by the fact that the game saves your progress to memory and lets you restart from where you died. One nice touch is that you get different endings depending on the difficulty level, encouraging you to replay it.

(ABOVE) You'll need all your gaming skills to find and collect every single Challenge Point. But trust us, it's worth it!

(BELOW) Of all the bosses, Boba Fett is the coolest. He's also the toughest, summoning the Slave 1 to help him out when he runs low on energy.

YOUR CHALLENGE AWAITS!

Hidden around every level are special Challenge Points. If you manage to collect them all on a level, you're awarded with extra lives. And, better still, if you manage to collect every one in the whole game you get a secret item. And, like the endings, the item changes depending on the difficulty level.

COMMENT

DAVE

I'm in heaven! I've been dying to play this game ever since we first saw the first screenshots last Spring, and I'm pleased to announce that the finished game has lived up to my expectations. The battle on Hoth and the dogfights around (and inside!) the Skyhook are truly spectacular, and the Doom-like bits are great too. The only weak links are the scoop bike chase which is a touch too hard to control (although with practice it becomes a real thrill) and the overlong 'shoot the TIEs' sequences. However, don't let that put you off, because SOTE is definitely a game that is far more than the sum of its parts. It's a real challenge too, offering immense replay value. If you're partial to a bit of Star Wars, then this is an essential buy.

COMMENT

DAVEY

If, like me, you've always dreamed of joining the Rebels in their battle against the Galactic Empire, SOTE is perfect. The most stunning element is the atmosphere created by the music and graphics - rather than just playing a normal videogame, you actually feel as if you're a part of the original movies, your enemies being true to their movie counterparts and the music changing to capture the mood of the scene. Without a doubt the Hoth sequence is the most exhilarating, while the Doom-esque scenes can be quite terrifying when suddenly confronted by an army of Stormtroopers. Although the space battles and scoop bikes aren't quite so good, if you grew up with Star Wars toys and cried "may the Force be with you!" at every opportunity then you'll absolutely lurve this!

64 PLAY
NINTENDO 64

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	
MONTH			■	
YEAR			■	

GRAPHICS

▲ Very slick, especially the battle on Hoth – it's so real you'll think you're taking part in the movie!

SOUND

▲ Excellent! Each level has its own music which sounds as if it's come straight from the movies!

PLAYABILITY

▲ Overall very good...

▼ ...But the ultra-fast swoop bike chase is a bit hard to control at first.

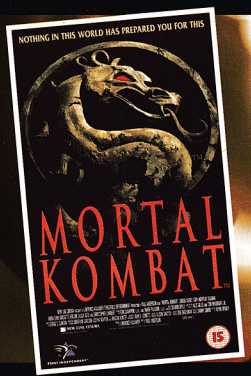
LASTABILITY

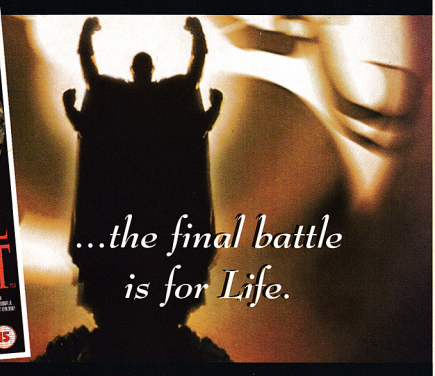
▲ Even on Easy level this is a tough game, and the secrets and bonus endings encourage endless replays.

OVERALL

LucasArts has come up trumps again! SOTE is an excellent game which makes superb use of its Star Wars properties.

LET KOMBAT BEGIN *AGAIN!*





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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** ENIX
- **PRICE:** £49.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** RPG
- **CART SIZE:** 24 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** Er... no
- **BATTERY BACKUP:** Yes
- **CONTINUES:** N/A
- **OPTIONS:** Controls/Sound

GAME INFO

- **GAME ORIGIN:** Another excellent RPG in the Zelda and Illusion Of Time mould.
- **GAME DIFFICULTY:** Incredibly easy to exceedingly tough!
- **SCORE TO BEAT:** Finish Chapter One
- **ALTERNATIVES:** Illusion Of Time, Zelda: Link To The Past, Super Mario RPG.

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Excellent

X Use item

A Action/Attack

B Jump/Cancel

Y Dash

L/R L: Item description
R: Guard

S Start: Pauses
Select: Enter box

GAME CREDITS

- **DEVELOPED BY:** ENIX/QUINTET
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** JAPAN
- **ARTWORK:** © NINTENDO

Sing hosannas, the RPG drought is finally over! After months of zero RPG action, aside from those knee-trembling shots of Zelda 64, Enix has finally got its act together and finished the PAL conversion of its latest swashbuckling masterpiece, Terranigma. And guess what? It's an absolute corker!

Terranigma follows the adventures of a young, misunderstood boy (you choose his name), who has a good heart but whose clumsiness always gets him into trouble. However, after opening a forbidden door, the boy discovers that his world is situated on the beneath the Earth's surface, and that a mighty evil force has frozen the entire population of the planet above. Now it's up to you to challenge the forces of darkness and restore human life!

THE SAME ONLY BETTER!

Anyone familiar with Illusion Of Time or Zelda will be totally at home with Terranigma. Simply move your character around the various locations, and talk to people to get clues or swap objects with them for vital information. Certain scenes also see the hero challenging hordes of monsters and bosses, while the different parts of the adventure are connected by a bird's-eye-view map of the world. Like all other RPGs, Terranigma is packed with puzzles and traps, ranging from simple teasers to brain-shattering problems!

LIVIN' IN A BOX!

Instead a rucksack to store items, Terranigma features a range of sub-screens to help keep track of your booty. When you find the spirit Yomi, he'll give you a magic box. By pressing Select at any point during the game, the hero will squeeze himself into the box. This is what he'll find...

CENTRE ROOM

On entering the box, you'll find yourself in the Centre Room. All the various sections can be accessed from this area by moving Yomi and clicking the Action button.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

WEAPON DOOR

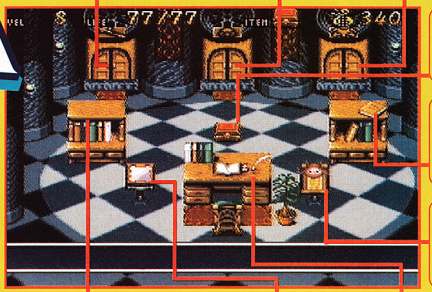
Simply move Yomi around the screen to choose your favourite weapon. Now it's time for battle!

ITEM DOOR

All the items you find are stored here, and you can use this screen to equip or use an object.

ARMOUR DOOR

As you find protective suits such as leather tunics, simply go to this room to try them on for size.



JEWELLERY BOX

All the Magic Rings, Summon Medals and Magirocks you collect are stored in this box.

GUIDEBOOK

This book gives a list of moves your hero can perform, also revealing important clues.

MAP

Gives you a map of the immediate area and shows the position of any nasty monsters or bosses.

BATTLE HANDBOOK

This book allows you to see all the various attacks and gives clues on how to perform them.

STRENGTH MIRROR

To see your character's Strength, Defence and Luck ratings, simply take a look at them in the mirror.

SETTINGS MEMO

This allows you to redefine the keys, alter the sound and generally tweak the game.

FANCY FIGHTIN'!

Unlike other RPGs, Terranigma allows your character to perform a range of different attacks, rather than just Standard and Dash moves. Try these for size...

STANDARD ATTACK

A simple, single thrust from your trusty fighting stick. Good for dispatching any smaller, weaker monsters.

SLIDER

For this attack, your hero jumps into the air then hits the ground with his weapon, scattering shorter savages.

X-GUARD

If a particularly heavy projectile is winging its way towards you, simply use this move to deflect it back away from you.

SPINNING

If aerial monstrosities are giving you a bit of a hard time, perform this amazing somersault attack to waste 'em!

SLICER

Using this move, your hero will stand on the spot and slash away with his chosen weapon. Good for bosses.

RUSHING

Another good boss basher, this move sees the hero flinging himself forward, his weapon blazing with fiery fury!

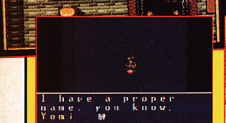
REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

CHAPTER ONE: THE OUTSET!

Terranigma is huge. In fact, if you spend a couple of days muddling your way through Chapter One, you'll be shocked to find that you've barely scraped the surface of this adventure! Here's a potted guide to Chapter One, which takes place in the hero's underground world and where the story of Terranigma begins to unfold...

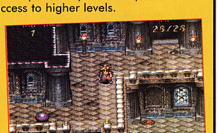
CRYSTA!

Crysta is your hero's home village. One morning he's awakened by his girlfriend, Elle, after suffering from terrible nightmares. However, bad dreams are the least of his troubles. When he visits the Elder, the leader of the village, he discovers that everyone is angry with him for ruining some valuable weavings. After apologising, the hero's mischievous nature gets the better of him and he breaks down a forbidden door. There he meets Yomi, the friendly spirit, who gives him the item box. Unfortunately, this event also freezes the entire world and the hero must set out to save his people!



TOWER ONE!

Unfortunately, the only way the hero can resurrect his world is to challenge the evil bosses who hide at the top of five towers scattered around the land. After collecting a weapon from the Elder, the hero leaves Crysta and travels to the first tower. This building is packed with deadly yet easy-to-kill monsters, who must be defeated to unlock various secret passages. However, observation is the main skill required as you must spot broken windows which give you access to higher levels.



TOWER TWO!

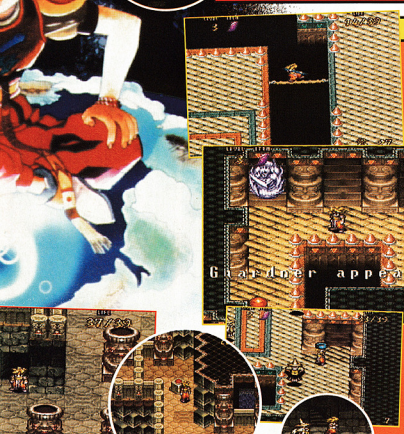
This tower is more challenging than the last, but hardened RPG fans will no doubt speed through it! Again, observation is the main skill needed as you must search for statues with pink crystals set in their foreheads which can be pushed aside to reveal secret steps. There are also stone pots brimming with red-hot flames which can be picked up and thrown at nasties. But make sure you save enough to chuck at out-of-reach buttons to open hidden passages.

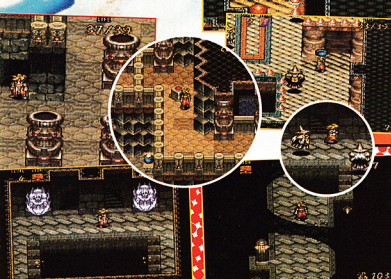
TOWER THREE!

This tower introduces a puzzle element to the proceedings, featuring more traps than all the Indiana Jones movies put together! As well as leaping over bottomless pits, the hero must use stone buttons to position moving platforms to make bridges, and run over floating blocks before they collapse and fall into oblivion. There are also sharpened spears which shoot from the walls at regular intervals, and hordes of meanies patrolling every corridor.

TOWER FOUR!

Whereas the previous towers relied on your skills of observation and puzzle solving, this level requires nerves of steel. As with Tower Three, dozens of pits are scattered throughout the tower. However, rather than simply being death-traps, some of these pits lead to secret areas and you must experiment to find the right ones. Agility is also required as you must use precarious tightropes to cross pits to reach floating platforms.





TOWER FIVE!

To enter this tower you need special armour, otherwise a nasty guardian will cast a spell and spin you out of the front door! However, once inside you'll find a series of steps which lead up and up, each landing containing nasties of greater toughness. Once at the top you have the chance to challenge a huge scorpion boss who, if defeated, allows you to restore life to the fifth section of your world.

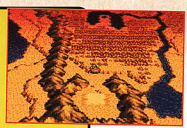
ONWARDS AND UPWARDS!

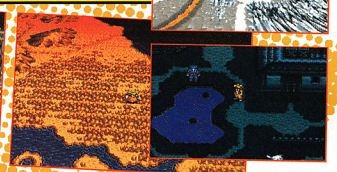
But it's not over yet, oh dear no! Once the fifth tower is beaten, the hero must return home and prepare himself for the journey to the upper region of Earth. Now the adventure really begins... and you're on your own, I'm afraid!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

ORIENTATE YOURSELF!

Like Zelda and Illusion Of Time, the different locations are linked by huge world maps. In the hero's own world, the Earth above is seen as an inverted curve, making it look like you're walking on the inside of a translucent plastic globe. When you reach the Earth's surface, the maps flattens out as normal, and you can wander the earth in search of civilisation.



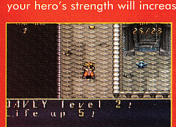


MANGA MADNESS!

Whereas Zelda and Illusion Of Time featured cute, twee characters, the heroes and villains in Terranigma are more like something out of a Manga movie. The character animation is superb, making the whole adventure feel more mature and exciting than earlier RPGs. Even better, the attention to detail in the backgrounds is excellent, simple elements such as shafts of light pouring through stained glass windows adding an air of sophistication to the whole game.

TAKIN' YOU TO THE NEXT LEVEL!

As the adventure progresses, our hero faces more nasties than you could shake a magical fighting stick at! However, don't despair... After killing a certain number of nasties, your hero's attributes such as defence, strength and luck will increase a level. This means that, if at Level One your maximum strength is 28, it will increase to a max of 33 at Level Two, 39 at Level Three and so on. Even better, if you stand still for long enough, your hero's strength will increase automatically!



COMMENT

DAVEY

After revisiting the excellent Illusion Of Time recently, I was looking forward to getting my hands on Terranigma. Luckily, I wasn't disappointed. With mature graphics, puzzles and monsters, this is one of the most exciting RPGs ever for the Super NES. More importantly, the translation has not suffered in the PAL conversion, and it's easy to work out what's going on without having to deal with shoddy, unintelligible text. The difficulty of the game is also well pitched, and it's never long before you run into a tricky puzzle to solve. An excellent adventure which will please RPG nuts, and a good initiation for new players.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK			■	
MONTH			■	
YEAR	■			

GRAPHICS

90

▲ The best Super NES RPG graphics to date, featuring well-animated monsters and heroes.

SOUND

75

▲ The only thing that lets the game down. Some of the tunes are awful, especially if you get stuck in a level for a few hours!

PLAYABILITY

90

▲ The difficulty is spot on. Tough problems are generally followed by more simple ones, forcing you to play 'til the wee hours of the morning!

LASTABILITY

90

▲ Terranigma is huge – be prepared to play this game for months!

OVERALL

90

One of the best RPGs for a long time. As we face the longsome year before The Legend of Zelda 64 arrives, this is the perfect adventure to curl up with!

NINTENDO 64

PREVIEW SPECIAL

Presented with NMS #53

FEELIN' HOT, HOT, HOT!!!

Revealed!

All-new game gossip from Shoshinkai!

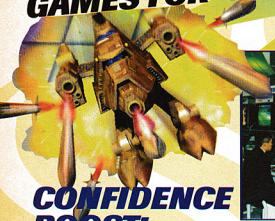
FEATURED INSIDE!

2	Welcome to the Shoshinkai Show!
4	64DD Bulky Drive
6	Starfox 64
9	The Legend of Zelda 64
10	Yoshi's Island 64
11	Blade & Barrel
11	Blast Corps
12	Dual Heroes
12	Chameleon Twist
13	Go! Go! Trouble Makers!
13	Goldeneye 007
14	Mission: Impossible
14	Kirby's Air Ride
15	Rev Limit
15	Sonic Wings Assault
16	Mother 3
16	Games round-up

WELCOME TO THE SHOSHINKAI

YOUR ESSENTIAL GUIDE TO THE HOT NEW N64 GAMES FOR '97!!

Although we teased you last month with the first news from Shoshinkai, this handy pull-out section is your full guide to the N64 games that'll be thrilling you in 1997. So, fix yourself a nice cup of tea, find a comfy chair, and prepare to get very, very excited!



The Shoshinkai Software Exhibition is an annual Japanese trade show devoted totally to all things Nintendo. This year the exhibition took place from November 22nd-24th, with the first day reserved for the press and the last two opened up to the public. In all, more than 70,000 excited Nintendo fans converged on the show, queuing for hours to get a taste of Mario Kart 64, Turok: Dinosaur Hunter, Blast Corps and the many other playable demos.

CONFIDENCE BOOST!

With the N64 not selling quite as well as hoped in Japan (mainly due to the lack of software), Shoshinkai was an opportunity for Nintendo to take a look at its achievements so far and plan the future with confidence. At the keynote address Howard Lincoln, Nintendo of America's chairman, announced that over 750,000 N64s had been sold in America during the eight weeks after launch, making it the most successful US console launch in history!

(BELOW) A Shoshinkai visitor takes Wonder Project much too seriously!

YA GOTTA... JOLT!

As announced in NMS last month, the biggest surprise at Shoshinkai was the Jolt Pack, an add-on which fits into the Memory Pak slot on the N64 controller and vibrates in time to game action. This means that if, say, you're playing a shoot-'em-up, every time you get hit you'll feel the controller shakin' in your hands! At present, the Jolt Pack is compatible with Starfox 64 and Blast Corps, but expect more announcements in the near future.

(ABOVE) Mario has a moving time!

SHOW!!

(ABOVE) Those lucky Japanese Nintendoids enjoying the latest playable demos.

JUNGLE BOOGIE!

Another major announcement was The Great Emperor Of The Jungle, a 128 Meg game which is planned for release in 1998. The game is based on Osamu Tezuka's Japanese cartoon, a piece which is said to have inspired Disney's The Lion King. Naturally, Mr Miyamoto is heading the development team, while Makato Tezuka, director of Tezuka Productions, will be co-ordinating the graphics, music and sound. Keep reading NMS for further news!

(RIGHT) A Shoshinkai punfest gets his sweaty hands on Dual Heroes. Simply flick to page 12 for more details!

(ABOVE) Here he is... Mr Miyamoto himself!

MIYAMOTO SPEAKS!

Another important event at Shoshinkai was a press conference hosted by Shigeru Miyamoto, the genius behind Mario. Most of the conference was devoted to current N64 technology, arguing the case for carts as opposed to CD-ROMs and pointing out the advantages of the 3D Stick. However, even though the N64 is already streets ahead of its competitors, the future for Nintendo looks very exciting indeed. Here's what Mr Miyamoto had to say, in his very own words...

"The Nintendo 64 will change how we look at games, even in the 21st Century. The N64 is a system with the potential to evolve over time, allowing the actual games to go through an evolution too. At present, we don't have a game which uses 100% of the Nintendo 64's potential, which is exciting as I know the machine has the power to meet all my aspirations. Even Super Mario 64 uses only around 60% of the N64's capabilities. Therefore the N64 is the ideal hardware for the evolution of games in the future.
The Nintendo 64 hardware evolution is only beginning. We didn't want to produce a machine that was similar to anything else that had been around for nearly three years. Instead, the N64 has three brains: the memory, the CPU and the RCD. The RCD micro code, which defines the logistics of the machine, can be totally rewritten. In other words, the characteristics of the N64 can be changed. This means that if a developer wants to create a new type of game, they can determine how the graphics are prioritised and also alter the processing speed. Therefore, when new micro code arrives, the N64's functionality will upgrade and allow the machine to handle new games.
Even in the short term, the machine is evolving. Firstly, the controller port [where the Memory Pak plugs into] can change the characteristics of the controller itself. The Jolt Pack is a good example of this application, and there are also Laser Guns planned for the future. The controller port has also made it possible for the N64 to be connected to other machines such as printers, scanners and digital video cameras.
Secondly, the N64 disc drive [see overleaf] will also allow the evolution of titles. The 64DD can save large amounts of data, and allows the cart and disc to be combined to create adventures which are bigger than any games ever seen before.
The N64 offers infinite possibilities to its users. This is our long-term vision, and we've provided the tools to facilitate this evolution. The N64 is the ultimate games machine now, and will continue to be in the future."

DRIVE INTO THE FUTU

NINTENDO UNVEILS ITS AWESOME 64DD 'BULKY DRIVE'!!

Naturally, the biggest hardware unveiling from Nintendo was the 64DD 'Bulky Drive', scheduled for release in late 1997. Zelda and Mother 3 (see pages 51 and 58) were the only titles announced for the system, but a sequel to Super Mario RPG is also rumoured. At an official press conference, Nintendo went into detail about what the 64DD can do. The text that follows is a transcript of the conference but, if you can't wait to hear the latest info, we've pulled out mini-sized summaries of the main points!

SO WHAT ABOUT THE GAMES?! As well as talking about how the 64DD will work (see the transcript opposite), the Big N speculated on the types of game that the new system could handle. And here's what they said...

'DATA CULTIVATION' GAME: In these games the player cultivates some form of data, such as the growth of a city in Sim City. The storage space of the 64DD will allow players to create complex and involving simulations.

'DATA MAKING' GAME: If you want to create your own data, the 64DD has the storage capabilities you need. For example, you could become a 3D animation designer by using N64's advanced graphics capabilities and save your results to the 64DD disc.

STORAGE OF GAME DATA: In a racing game, for example, you can save each race. You can then study how you have done in the past, or let your different performances compete with each other or you.

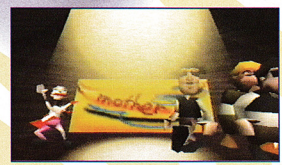
RPG: Due to the limited storage capacity of previous media, Nintendo weren't able to have dramatically different game scenarios in existing RPGs. Now that they have a large amount of rewritable storage, they can create an RPG in which each player has completely different experiences depending on the decisions they make.

SPORTS SIMS: When game publishers have contracts with official leagues and players' associations, discs can be released periodically containing up-to-date statistics, while the main game code can be kept on the cartridge.

(ABOVE) The official 64DD stand at the Shoshinkai Show.

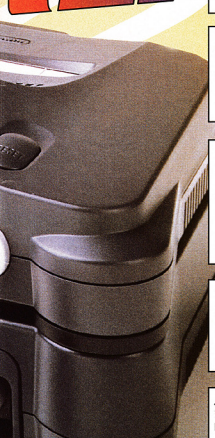
(ABOVE) Link gets ready for RPG action in late '97.

(ABOVE) Look, readers, the 64DD really exists!



(ABOVE) Strange stuff from the crazy Mother 3 coders, which is said to be 64DD-bound.

RE!



The 64DD will use discs which are slightly larger than a PC floppy disc. In the future, Nintendo games will be released as normal N64 carts, as a 64DD disc, or a mixture of the two.

Although there are many different formats to supply music, games and videos, none of them allow you to interact and alter the content. But the 64DD is different...

Nintendo don't believe that the N64 should just be a system to play games. Instead, the 64DD will allow gamers to create customised levels for their favourite games. Your own version of Zelda...? Imagine it!

As the 64DD discs can store more information than a cart, developers will be able to create games even bigger than Super Mario 64! Wow!

Although the 64DD stores information like a PC's hard disc, you won't have to hang around while the system boots up. It'll be virtually instant!

The 64DD discs will cost much less to produce than N64 carts, meaning that games will drop in price! Yippee!

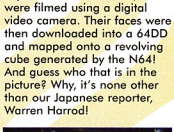
The 64DD is more than five times faster than a CD! So, while your mates are waiting for their Greystations and Sadturns to load a game, you'll be half way through the first level of yours!

When the 64DD goes on sale, you'll be able to buy extra RAM for your existing N64, meaning that it can handle even bigger games than before!

You'll be able to buy discs for the 64DD which expand games you already own. Could this mean more levels for Super Mario 64? We hope so!

NMS REPORTER IN N64 SHOCK!

To demonstrate the storage capabilities of the 64DD, visitors were filmed using a digital video camera. Their faces were then downloaded into a 64DD and mapped onto a revolving cube generated by the N64! And guess who that is in the picture? Why, it's none other than our Japanese reporter, Warren Harrod!



(ABOVE) 'Our' Warren gets himself digitised on the N64!

THE OFFICIAL 64DD ANNOUNCEMENT!

Nintendo has almost completed the hardware development of the N64 Disc Drive (64DD) accessory for N64 console.
The 64DD uses custom-made, high-density magnetic discs which are slightly larger than normal 3.5" floppy discs. Once the 64DD has been introduced, N64 developers will have the choice of distributing games on cartridge, disc, or a combination of the two. The 64DD will expand the creativity of N64 game developers around the world.

Today, there are a multitude of formats for the distribution of creative media, such as audio tapes, laserdiscs, CDs, Minidiscs, and now Digital Video Discs. Although some of these formats are rewritable, the consumer is always passive, i.e. listening to and viewing the material as the producers pre-determined.
In the videogame industry there are ROM cartridges (typically with a small amount of non-volatile memory) and CD-ROMs with memory cartridges. Therefore, ROM is playing the major role in videogame entertainment. Recently, some consoles have adopted CD-ROMs for game storage, and people tend to place them and PCs in the same category simply because they use the same media and have similar CPUs.

It's been more than 10 years since the birth of PCs and videogame consoles. However, while the videogame industry has grown, the PC market has gone through its own evolution, and it's common for 'multimedia PCs' to have in excess of 16Mb (128Mbits) of RAM, real-time image processing and large hard discs. The PC's hard disc is a fast, rewritable magnetic memory device, onto which the user installs the contents of CD-ROMs.
On the other hand, game machines don't use hard disc drives. We believe that this is the definitive difference between CD-ROM game consoles and PCs, even though they both use CD-ROMs. However, we don't believe that videogame consoles should only be machines to play games. If we have a fast, rewritable storage media for videogame consoles, gamers will be able to create their own worlds and evolve their own data over time.

We don't mean to criticise CD-ROM games. After all, the N64 uses ROM in its cartridges today. However, a game will be more fun if the player can go beyond what the creators originally envisioned. This is the driving force behind the development of the 64DD.

The 64DD will have about 64Mb (512Mbits) of memory, as much as 32Mb (256Mbits) of which can rewritable, depending on the game designer's needs. In other words, the 64DD is like a ROM media and hard disc in one unit that you can carry with you. Even with these tremendous capabilities, there's still no need for a complex installation or 'boot-up' procedure commonly associated with home PCs. We believe that this rewritable disc will bring about significant changes in videogames and the titles that are released.

The 64DD magnetic disc offers a very high recording density. One disc contains about 64Mb of memory, which is roughly equivalent to 45 floppy discs. Game creators can use up to 64Mb for game code. It's left to the discretion of the game creators what portion of the disc will be rewritable. It's a somewhat meaningless comparison since the capabilities are so different but, for your reference, 64DD contains less memory than a CD-ROM and more than a cartridge. The material cost of the 64DD is higher than that of the plastic CD-ROM and far less than that of ROM cartridges.

For those who might conclude that CD-ROMs are better because of the cost, let's look at the 64DD more closely. One of the most important elements in making videogames is how quickly the data can be accessed from the storage media. Though the 64DD belongs to the class of machines that use a motor-driven disc mechanism, it's very fast for this type of device.
If we measure its performance in contrast to CD-ROM loading speed, it's the equivalent of 5.4 times faster. For normal videogames, although it's still slower than a semiconductor ROM cartridge, game data can be read within a few seconds (including seek time). This means that the next level in a game can be loaded almost seamlessly, maintaining the feel of a cartridge-based game.

Another aspect of the N64 that sets it apart from other videogame consoles is that its RAM can be expanded. When we launch 64DD, we're planning to include a RAM expansion. We're not prepared to disclose the exact size of this expansion, but it'll be the same type of high-speed Rambus RDRAM already used in the N64 itself.

Finally, some people might perceive the 64DD as similar to the Disc System which attached to Nintendo's Famicom (Super NES in the West). However, it's not the same. The Disc System occupied the Famicom's cartridge slot, whereas the 64DD attaches to the expansion connector on the bottom of the N64. This leaves the cartridge connector available, even with the 64DD attached, which will permit a variety of game formats: cartridge, disc and games which use both.
As just one example of the later type, a sports game might have the game stored in a cartridge and an entire season's data stored on disc. In this format, players can purchase a disc containing new teams. The game creators don't need to worry about the best format for their game, the N64 will be the only system which doesn't limit their choice of media.

STARFOX

McCLOUD AND HIS PALS GET FOXY ON THE N64!!

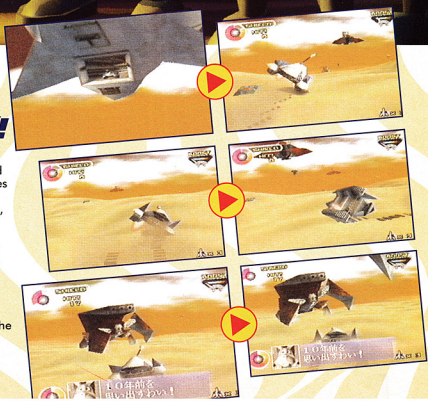
THE CALL TO ACTION!

The action begins with a huge mothership drifting silently in the depths of space. Suddenly, an ear-piercing alarm sounds and the red alert begins to flash. Inside the ship, Fox McCloud, accompanied by his heroic pals Slippy, Falco and Peppy, scamper along a long corridor, making their way to the docked ARWINGs. Once inside their cockpits, the heroes are launched into space, their laser cannons primed for battle!

(ABOVE) Fox! Peppy! Slippy! Falco!

TANKS FOR THE MEMORY!

After the space scenes, the mothership warps to an arid desert. As Fox's tank trundles over the dunes, leaving caterpillar tracks in its wake, it's attacked by waves of enemy spaceships. As the tank lumbers over the brow of a hill, a huge, beautifully animated, insect-like boss machine is seen in the distance. To defeat this monstrosity, Fox must drive through its legs and shoot the robot's underside, avoiding its stomping feet! Not a job for the feint-hearted!



64

Starfox 64 stole the show. After such a long break since the original Super NES classic, all Shoshinkai Nintendoids were overjoyed to see Fox McCloud and his gang of courageous creatures returning to save the peaceful planet of Lylat from evil Emperor Andross. It's gonna be another gaming milestone – you can be sure of it!

With Starfox 64 just a few short months from completion, the version demo'd at Shoshinkai was pretty much complete. All the various game styles (space battles, tank scenes, battle mode) were in place and playable, as were some of the most ingenious bosses ever to challenge our foxy friend. So, d'ya wanna see some action...? Well, let NMS take you by the sweaty hand and guide you through Starfox 64!

FANCY A GAME OF ASTEROIDS?

After leaving the mothership, the first challenge Fox faces is a huge asteroid belt. In this scene, players are forced down a pre-defined route, rather than making use of the full 3D space as in other levels where you can fly wherever you like. As he weaves his way through hundreds of spinning space rocks, Fox must explode smaller asteroids using his lasers, and skim the surface of others to make it to the next level in one piece!

(ABOVE) The ARWINGs are ready for action!

(ABOVE) Fox attacks a space station!

SPACE STATION BATTLE!

After negotiating the asteroid belt, Fox arrives at an enormous space station. This is another level where players are forced down a pre-defined route, battling enemy spaceships and avoiding laser blasts from cannons mounted on the station itself. As well as battling other fighters, Fox must barrel roll his ARWING through moving platforms which jut out from the surface of the station, meaning that players will need more than an itchy trigger finger!

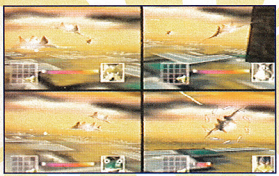
(ABOVE) Hot sea monster action!

I CAN SEA YOU!

After the dryness of the desert, Fox zooms to a very different scene. As he speeds dangerously close to the surface of a rough sea, Fox is once again attacked by enemy ships. However, these fighters are the least of his worries. As he zips towards the horizon, a sea monster breaks the waves and arches into the sky, forcing Fox to steer his ARWING under the beast as it crashes back into the waves!

TIME FOR BATTLE!

Nintendo has also included a four-player battle mode! In this, each player takes control of a Starfox character and battle it out until only one ship is left. Battle mode makes use of the game's 3D space, so players can fly wherever they wish to avoid and plan attacks. The battle levels have been designed with fewer obstacles, meaning that there's no slow down. Even better, if three people are playing, the fourth box gives a battle overview so you can see where the other players are lurking!



(ABOVE) Four players can go head-to-head...

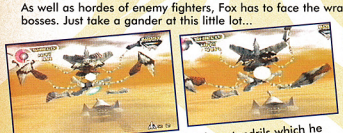
(ABOVE) ... so you can blast Slippy if you like...

(ABOVE) ... or gang up on Peppy...

(ABOVE) ... or simply waste Falco!

ALL-NEW BOSSES!

As well as hordes of enemy fighters, Fox has to face the wrath of space bosses. Just take a gander at this little lot...



Cripes! This desert boss has four long tendrils which he flails around to crush Fox's tiny tank. He's also equipped with an arsenal of missiles, and his snapping jaws are mounted on a tentacle which he whips towards Fox's chunky vehicle!

After fighting his way through an army of fighters, Fox finds himself face-to-face with a huge robot. Equipped with a shield which can deflect Fox's lasers, this boss shelters behind his armour and lets rip with some lethal missiles.

On first impressions, this rather ropey boss looks pretty harmless. However, in two shakes of a Fox's tail he raises his arms and shoots his massive steel fists at Mr McCloud's ARWING, forcing him to barrel roll to safety. Phew!

This beefy boss resides in a forest level, lumbering through a leafy glade and firing all manner of projectiles. The only way to tackle this monster is to shoot away its chest armour, but you'll have to fly through his legs to get close enough!

GAME DATA

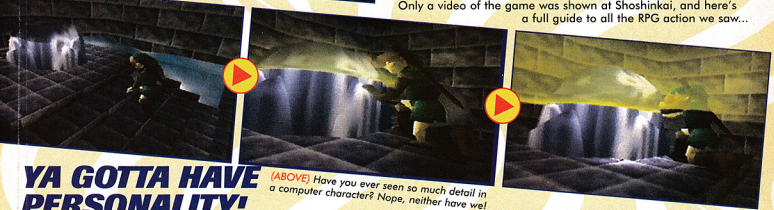
- *GAME:* STARFOX 64
- *BY:* NINTENDO
- *RELEASE:* LATE '97
- *GAME TYPE:* SHOOT-'EM-UP
- *PLAYERS:* 1-4
- *SYSTEM:* NINTENDO 64

THE LEGEND OF ZELDA 64

A FINE ROLE MODEL FROM NINTENDO!!

Platform adventures, shoot-'em-ups, sports sims, beat-'em-ups... the N64 has just about everything! However, one thing's still missing, and that's an involving RPG. Well, loyal Nintendoids, that gap's gonna be filled with the best RPG of all time – Legend of Zelda 64!

Legend of Zelda 64 was another highlight at Shoshinkai, making its debut with the fabled 64DD. Although details are scarce at present, it seems that Zelda 64 will be released as a disc and cartridge combo, the dungeons and other locations being stored on the disc, the characters themselves being loaded from the normal N64 cart. Only a video of the game was shown at Shoshinkai, and here's a full guide to all the RPG action we saw...



YA GOTTA HAVE PERSONALITY!

(ABOVE) Have you ever seen so much detail in a computer character? Nope, neither have we!

The most stunning element so far is Link, the elfin hero himself. Rather than the cutesy character familiar from Super NES adventures, Link stands tall in the 64-bit version, all his movements being realistically animated. More importantly, Link has his own personality. When a door slams shut, Link ducks and goes for his sword, while he automatically shields his eyes from the light after opening a magical chest.

DEM BONES, DEM BONES!

The only enemies revealed so far are the skeletons... and they look like a vicious bunch! The video shows Link fighting lone skeletons with his mighty sword, and running away from a horde of bony brutes who are chasing him! Remember, these bones are bad for your elf!

THE GREAT OUTDOORS!

Whereas most of the Zelda 64 shots that have been released to date have shown action only inside the dungeons, the Shoshinkai video showed an outdoor scene for the first time. Although it was pretty sparse, Link was seen running and jumping across a series of foothills, making his way towards a colossal cave in the distance. This game's gonna be so huge it may take a whole lifetime to complete!

GAME DATA

- *GAME: THE LEGEND OF ZELDA 64*
- *BY: NINTENDO*
- *RELEASE: LATE '97*
- *GAME TYPE: RPG*
- *PLAYERS: 1*
- *SYSTEM: NINTENDO 64*

YOSHI'S ISLAND 64

NINTENDO RETURN TO YOSHI'S ISLAND!!

With the arrival of the N64, many old Nintendo heroes such as Mario, Starfox and Kirby are getting upgraded for the 21st Century. However, no Nintendo celebration would be complete without another visit to the most fiendish platformer ever – Yoshi's Island!

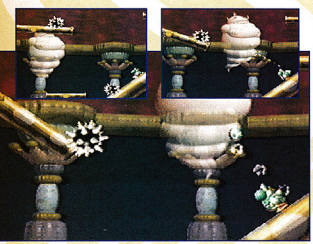
As the first 2D platformer for the N64, all Shoshinkai visitors were expecting something very special from Yoshi's Island 64... and they got it, with lots more besides! Naturally, the graphics are beautiful, featuring rendered, lovingly animated versions of all the characters from the Super NES original. The backdrops are stunning too, with dozens of layers scrolling smoothly in parallax and gigantic bosses zooming in and out to attack our lizard-like chum!

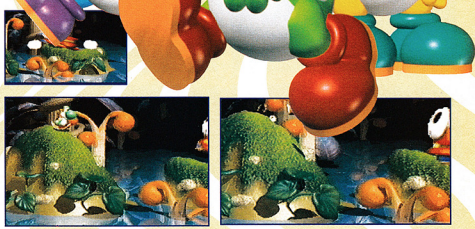
DOWN IN THE PITS!

The first scene released shows our hero making his way through a pit filled with snapping Piranha Plants. To avoid their thorny stems, Yoshi has to jump between tree stumps, collecting coins as he goes. Just look at the shafts of lights penetrating the gloom – lush, eh?

DON'T GET LOST!

Yoshi's Island 64 features an ingenious system to stop Yoshi getting lost. As he strolls along a wooden platform, Yoshi discovers a shapeless cloud of dust. Suddenly, the dust forms itself into a friendly hand which gives the thumbs up and then points to the left, telling Yoshi to go the other way!





2D OR NOT 2D? THAT IS THE QUESTION!

Although Yoshi's Island 64 is predominantly 2D, the backgrounds feature 3D elements. In this scene, Yoshi is ambling along a platform when a massive Michelin Man-like boss appears. This creature zooms in and out to prepare his attack, using the background as a '3D' space rather than a flat backdrop. However, using the same cross-hair method as the original game, Yoshi aims an egg and zaps him!

DOIN' THE SQUASH!

The final scene on show saw Yoshi making his way through a watery swamp. To stop getting his big feet wet, our hero must jump between stepping stones, being careful not to slip on the slimy moss. The scene also shows Yoshi jumping on a massive Shy-Guy who crumbles like an empty tin can!

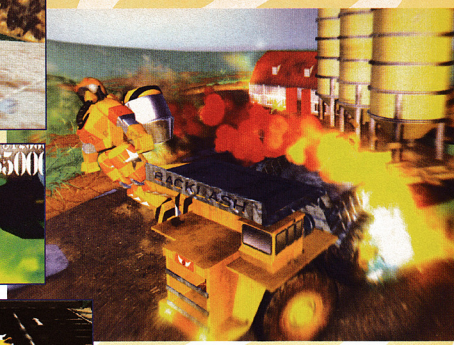
GAME DATA

- **GAME:** YOSHI'S ISLAND 64
- **BY:** NINTENDO
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **PLAYERS:** 1-2
- **SYSTEM:** NINTENDO 64

BLAST CORPS

Boasting Rare's magical touch, Blast Corps is gonna be an absolute stonker!

As demolition specialists, Blast Corps have been dispatched to clear a path through various built-up areas to allow an out-of-control missile carrier to pass. However, if the carrier crashes, it'll wreak nuclear destruction! The game looked better than ever at Shoshinkai, featuring the most fantastic explosions we've ever seen on a home console. And being compatible with the Jolt Pack, it's gonna be a truly moving experience!



GAME DATA

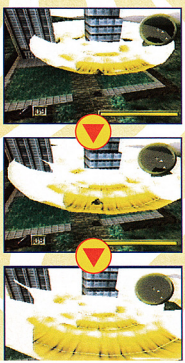
- **GAME:** BLAST CORPS
- **BY:** RARE
- **RELEASE:** MARCH '97
- **GAME TYPE:** SMASH-'EM-UP
- **PLAYERS:** 1
- **SYSTEM:** NINTENDO 64

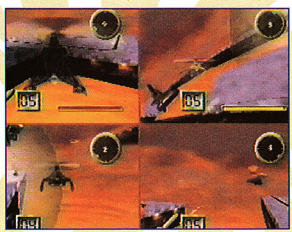
(ABOVE) *Blast Corps has some of coolest robots around!*

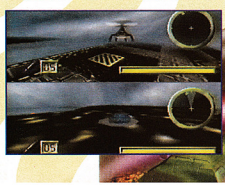
BLADE & BARREL

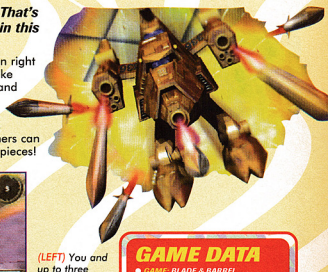
Hey, you wanna blast some bad guys? That's good 'cos you're going to meet plenty in this frantic shoot-'em-up!

Blade & Barrel, which should be on sale in Japan right now, looks great! A 3D blaster in the Desert Strike mould, where you can control both helicopters and tanks, B&B pits players against a group of armed terrorists with more guns than a Tarantino movie. Even better, the game features two-, three- and four-player modes, where gamers can take to the skies and blow each other into little pieces!





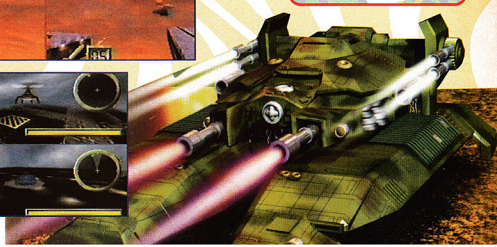




(LEFT) *You and up to three mates can do battle thanks to B&B's top split-screen mode!*

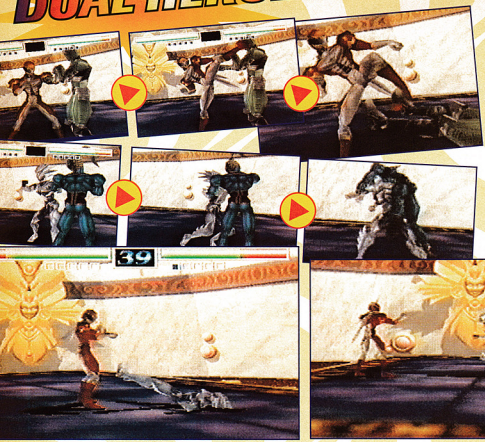
GAME DATA

- **GAME:** BLADE & BARREL
- **BY:** KOTOBUKI SYSTEMS
- **RELEASE:** OUT NOW (JAPAN)
- **GAME TYPE:** SHOOT-'EM-UP
- **PLAYERS:** 1-4
- **SYSTEM:** NINTENDO 64

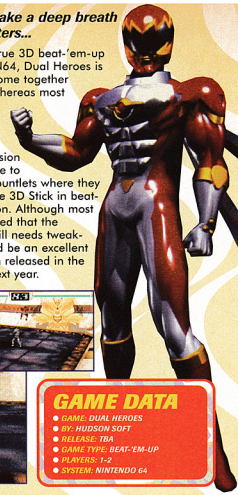


DUAL HEROES

Tired of 2D beat-'em-ups? Well, take a deep breath and witness the future of 3D fighters...



As the first true 3D beat-'em-up for the the N64, Dual Heroes is starting to come together famously! Whereas most shots you've seen have been SGI renders, a playable version was available to Shoshinkai puntlets where they could test the 3D Stick in beat-'em-up action. Although most players agreed that the gameplay still needs tweaking, it should be an excellent fighter when released in the middle of next year.



GAME DATA

- **GAME:** DUAL HEROES
- **BY:** HUDSON SOFT
- **RELEASE:** TBA
- **GAME TYPE:** BEAT-'EM-UP
- **PLAYERS:** 1-2
- **SYSTEM:** NINTENDO 64

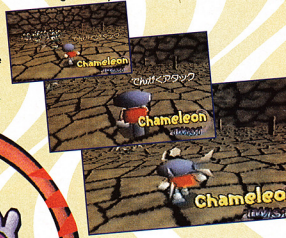
CHAMELEON TWIST

If you want something a little different for your N64, Chameleon Twist should be bizarre enough for ya!

Another Shoshinkai game at an early stage of development is Chameleon Twist, a Super Mario 64-type 3D platformer. However, even though the graphics look pretty murky at the moment, the demo gives a good indication of how the game will play and how versatile a Chameleon's tongue really is!

POLE VAULT!

To cross wide gaps between platforms, the slimy hero can use his incredible tongue to pole vault across those deep holes!



CATCHING POLES!

If platforms are too far apart to use your vault, simply wrap your tongue around a pole and pull yourself across!

CATCH NASTIES!

The Chameleon's tongue can also be twisted to catch floating monsters, which can then be spat at other lurking rogues.

BATTLE MODE!

It also looks like two players can go head-to-head and use their mighty tongues to play a bizarre game of tag! How, as they say, bizarre.

GAME DATA

- **GAME:** CHAMELEON TWIST
- **BY:** JAPAN SYSTEM
- **RELEASE:** NOVEMBER '97
- **GAME TYPE:** PLATFORM
- **PLAYERS:** 1-2
- **SYSTEM:** NINTENDO 64

GO! GO! TROUBLE MAKERS!

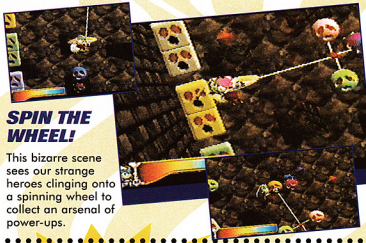
Don't be fooled by the name – this game's got nothing to do with those awful Morphin Power Rangers!

As revealed in NMS last issue, Go! Go! Trouble Makers! is being developed by Treasure, the former Konami coders responsible for the excellent Probotector. Aside from it being a platform blaster, nothing more has been revealed about the game. Here's a few shots to keep you happy...

(LEFT) Look at the size of that boss! Yikes!

ENTER THE DRAGON!

This Dragon boss emerges from a sea of molten lava, breathing fire and flattening unsuspecting heroes with his huge fist!



SPIN THE WHEEL!

This bizarre scene sees our strange heroes clinging onto a spinning wheel to collect an arsenal of power-ups.

MIGHTY MORPHIN'!

In this section a large, slickly animated robot chases the hero, changing into a wolf and shooting missiles as he goes!

GAME DATA

- *GAME: GO! GO! TROUBLE MAKERS!*
- *BY: ENIX*
- *RELEASE: MARCH '97*
- *GAME TYPE: PLATFORM*
- *PLAYERS: 1-2*
- *SYSTEM: NINTENDO 64*

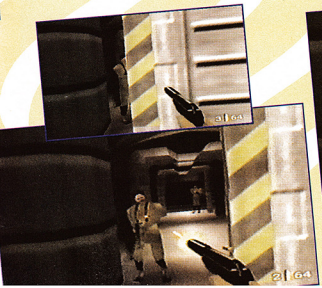
GOLDEN EYE 007

Another game carrying the Rare seal of quality, Goldeneye 007 promises to be the best James Bond game to date!

Not much footage has been revealed, but Goldeneye 007 is clearly a first-person adventure where players guide the infamous secret agent behind enemy lines. However, knowing how those twisted Rare bods think, the game's bound to be packed with brain-sizzling problems as well as rootin'-tootin' shootin' action!

LIVE AND LET DIE!

The most impressive scene we've seen so far is where Bond shoots an enemy at point-blank range. Rather than a pixelated mess, the character remains crisp at close range, and you can even see the expression on his face! And make a note, fact fans, this character's face apparently belongs to the gardener at Rare's Twycross HQ!



(ABOVE) If you like Doom and its ilk, then you're going to love Goldeneye 007! You can be sure of it!

GAME DATA

- *GAME: GOLDENEYE 007*
- *BY: RARE*
- *RELEASE: TBA*
- *GAME TYPE: SHOOT-'EM-UP*
- *PLAYERS: 1*
- *SYSTEM: NINTENDO 64*

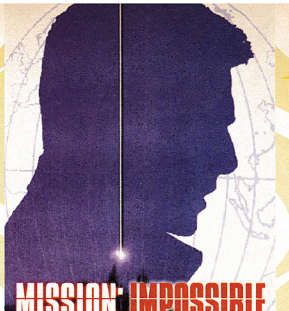
MISSION: IMPOSSIBLE

So you think you're pretty tough? Reckon you're gonna accept this mission?

Unfortunately, Mission: Impossible shots at Shoshinkai were rarer than brain cells at a Spice Girls concert. However, even though the footage only shows environments rather than game action or moving characters, it's easy to see that this game will be worth the wait!

A GUIDED TOUR!

Like Goldeneye 007, Mission: Impossible is a first-person shoot-'em-up where players guide their hero through dangerous corridors. The environments on show were stunning, ranging from foreign embassies to army bunkers, and from futuristic corridors to industrial wastelands. The game also seems to feature a host of puzzles which must be solved before the criminals can be brought to justice!



GAME DATA

- *GAME:* MISSION: IMPOSSIBLE
- *BY:* VICTOR INTERACTIVE
- *RELEASE:* APRIL '97
- *GAME TYPE:* SHOOT-'EM-UP
- *PLAYERS:* 1
- *SYSTEM:* NINTENDO 64

KIRBY'S AIR RIDE

Calling all Kirby fans! The surf's up and the pink peril's ready to ride!

Another Nintendo favourite making his N64 debut next year is Kirby. Air Ride sees the Kirbster surfing on his magic star to complete various levels, and here's a selection to get you excited...

THE GRASS COURSE!

In this scene Kirby must surf across a series of green hills, steering himself between plastic poles like a real professional skier! His aim? To score mega-points!

THROUGH THE RINGS!

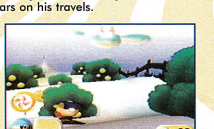
Simply take control of Kirby and help him steer through a series of coloured rings to finish the race. Yes, it really is that simple!

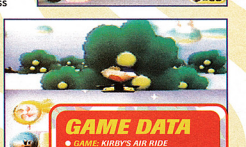
THE SAND COURSE!

This time the pink peril is surfing across a rolling sea of sand dunes, collecting golden stars on his travels.

THE SNOW COURSE!

The same thing again, only this time Kirby has to avoid trees and bushes which are scattered across the course.





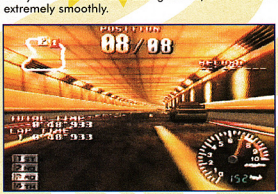
GAME DATA

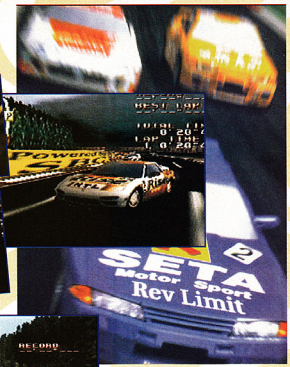
- *GAME:* KIRBY'S AIR RIDE
- *BY:* HAL LABORATORY
- *RELEASE:* TBA
- *GAME TYPE:* RACING
- *PLAYERS:* 1
- *SYSTEM:* NINTENDO 64

REV LIMIT

It's time to strap on that crash helmet, slip into your protective suit and get ready for the ride of your life!

After the disappointment of Cruis'n USA, what the N64 needs right now is an excellent racing game. Luckily, it looks like Rev Limit could be the title that Nintendo racing fans are waiting for! Again, only a video was available, but it featured some finely detailed cars and backgrounds, all of which looked fantastic and scrolled extremely smoothly.





(ABOVE) *If Rev Limit plays as good as it looks, racing fans are in for a treat!*

GAME DATA

- *GAME: REV LIMIT*
- *BY: SETA*
- *RELEASE: FEBRUARY '97*
- *GAME TYPE: RACING*
- *PLAYERS: 1-2*
- *SYSTEM: NINTENDO 64*

SONIC WINGS ASSAULT

If you ever fancied yourself as a bit of a Top Gun, you'll soon have the chance to prove your worth!

While Pilotwings 64 is probably the best fight simulator we've ever seen, its cuteness may leave some sim fans yearning for something more realistic. Cue Sonic Wings Assault! The game follows the AfterBurner formula, the action being viewed from behind your jet as you challenge enemy fighters and steer your way through cities faster than the speed of sound!

WEIRD CITY!

However, even though Sonic Wings Assault is more realistic than Pilotwings 64, it still has its fair share of oddness! In the demo the player's jet was seen challenging a colossal, spider-like robot which was creeping slowly towards a city, intent on destruction!

GAME DATA

- *GAME: SONIC WINGS ASSAULT*
- *BY: VIDEO SYSTEM*
- *RELEASE: TBA*
- *GAME TYPE: SHOOT-'EM-UP*
- *PLAYERS: 1*
- *SYSTEM: NINTENDO 64*

MOTHER 3

If you almost wet yourself when you read the Zelda preview, you're gonna do yourself a mischief when you see this!

Remember Earthbound, the classic Super NES RPG? Did you know that, in Japan, this game was known as Mother 2? Well, Mother 3 picks up where the previous game left off, allowing you to control a group of kids in their battle against the evil Gygas. Think you can save the world from eternal torment? Come and 'ave a go, then!

AWESOME GRAPHICS, DUDE!

Although it's still unclear if Mother 3 will be sold as a cart and disc like Zelda 64, the graphics already look stunning. Unfortunately, we don't have a clue what's going on in any of these shots, but we thought you'd like to see them anyway! Don't worry, though – as always, we'll be first to bring you the news!

GAME DATA

- *GAME:* MOTHER 3
- *BY:* NINTENDO
- *RELEASE:* TBA
- *GAME TYPE:* RPG
- *PLAYERS:* 1
- *SYSTEM:* NINTENDO 64

AND THERE'S MORE!

If your brain isn't too fried to handle more excitement, here's a few more games that were featured at Shoshinkai. However, don't expect all these titles to get a UK release...

TUROK: DINOSAUR HUNTER

Featured later in this issue, Acclaim's Turok was looking fantastic at Shoshinkai. Apparently, puntlets hovered around the Acclaim stand all day, amazed by the new clips, levels and roaming monsters!

VIRTUAL PRO-WRESTLING

Although only glimpsed on video, Asmik's wrestling sim was beginning to show promise. At only 30% completion, it's not clear if this game will meet its March release deadline.

WILD CHOPPERS

Seta's Wild Choppers looks like a winner, featuring sharp polygonal helicopters scrolling smoothly over excellent backgrounds. It uses a combination of 3D Stick and D-pad for controlling your vehicles. More news on this soon...

PRO BASEBALL STADIUM KING

A baseball sim featuring players with huge deformed heads, Imagineer's Stadium King looks like fun! The players' faces even change expression depending on the state of play!

MAHJONG MASTER

A game which will excite you about as much as Shogi 64, Konami's Mah Jong Master uses every scrap of N64 power to create a realistic version of the Japanese board game. Yawn...

DORAEMON

A 3D platformer which looks remarkably like Super Mario 64, Epoc's Doraemon allows players to switch between four different characters at any point and zap baddies with a bubble gun!

GANBARE GOEMAN 5

Sadly absent from Shoshinkai, Konami were still stoking-up interest in this game with a showreel featuring excellent renders of all your favourite Goeman characters. More news as it breaks.

SUMO 64

Don't expect a UK release for this one! Bottom Up's Sumo 64 was shown on video at Shoshinkai, featuring huge wrestlers with a bizarre range of expressions. Here's some shots to drool over...

CAVALRY BATTLE 3000

Japan System's newie is not Cabriolet Battle 3000 as claimed in NMS #51! Oops! No shots sadly but, judging by the renders, it's definitely one worth watching!

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

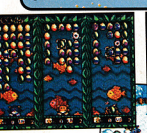
Four games on one Super NES cart? That can't be bad... or can it? Let's just take a closer look at this latest Japanese compilation...

Following hot on the oh-so-slick heels of Williams Arcade's Greatest Hits comes another collection of familiar games. However, this compilation is tailored exclusively for the Japanese market. Featuring spherical, multi-coloured birds as heroes and a bizarre mix of game styles, this game literally flaunts tweeness, alienating itself from cynical Western gamers. Anyway, here's what you can expect if you're a hardened import fan...

VERSUS

OH NO! MORE PUYO PUYO!

No game collection would be complete without at least one Puyo Puyo variant. In this one you take control of a bulbous bird and use a cursor to swap the coloured eggs progressing down the screen. If you make a line of three or more they'll disappear, and the longer the line, the more 'rubbish' eggs will be sent to stump your opponents. If the eggs reach the bottom of the screen, you lose. You can either challenge a second human player, or go head-to-head with one or two CPU birdies.



RACING PIGEONS!

In this game you race your bird against three CPU players around various circuits. The screen is split into two: in one-player mode the bottom screen is used as a rear-view mirror, while a second human player can use it in VS matches. There are four courses to choose from, each one increasing in difficulty as tight corners, raised cobble-stones and jumps are introduced.

LET'S PLAY SNOWBALLS!

This is definitely the most bizarre game of the bunch. Basically, this game is a childish version of chess, where two opposing teams throw snowballs at each other. If the pawn birds are defeated, you then have the opportunity to take the King bird and win! To move your troops, highlight them with a cursor and press certain buttons to either lob a snowball, march towards the opposing team or retreat back to the home ranks.

JOUST FOR FUN!

Anyone familiar with the ancient coin-op Joust, recently resurrected on Williams Arcade's Greatest Hits, will know this one. Simply take control of a bird and try to push your foes into a gaping pit. However, watch out for the CPU ganging up on you and flaming meteorites falling from the sky!

COMMENT

DAVEY

Whereas WAGH was an essential purchase, Versus should be avoided at all costs. Although Puyo Puyo and Joust are still undeniable classics, the substitution of tweety birds in place of recognised heroes and villains makes for a surreal, yet painfully unfunny, experience. The snowball game is fun (for around ten seconds), but the others simply reek of sloppy programming, limited imagination and sheer laziness. Even speaking as a fan of imported Japanese games, this is truly awfull! Avoid at all costs!

RATINGS

- BY: BOTTOM UP
- PRICE: SEE IMPORTER
- RELEASE: OUT NOW (JAPAN)
- GAME TYPE: VARIOUS
- CART SIZE: 4 MEG

GRAPHICS — 50

◆ Poorly drawn, unimaginative sprites.

SOUND — 50

◆ Twee tunes and the most irritating sound effects I've ever heard!

PLAYABILITY — 37

◆ Although all the games have a certain appeal, they're so limited that boredom soon creeps in

LASTABILITY — 31

◆ Even in two-player mode, the games are so poor that you'll find it hard to persuade anyone to play with you!

OVERALL — 35

One of the poorest Super NES releases for a long, long time. I just hope Bottom Up can do better with their N64 games...

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** MIDWAY
- **PRICE:** £49.99
- **RELEASE:** FEBRUARY
- **GAME TYPE:** SPORTS SIM
- **CART SIZE:** 24 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-4 Players
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Yes
- **OPTIONS:** Create player

GAME INFO

- **GAME ORIGIN:** From the creators of NBA Jam comes a new basketball masterpiece
- **GAME DIFFICULTY:** Variable
- **SCORE TO BEAT:** Beat Chicago Bulls 82-79
- **ALTERNATIVES:** NBA Jam TE, NBA Live '97

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Excellent

X — Pass

A — Not used

B — Pass/Steal

Y — Shoot/Block

L/R — L: Turbo, R: Turbo

S — Start: Pause, Select: Not used

GAME CREDITS

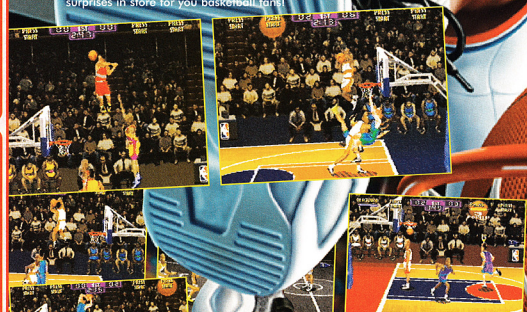
- **DEVELOPED BY:** MIDWAY
- **DISTRIBUTED BY:** T-HQ
- **MADE IN:** USA
- **ARTWORK:** © T-HQ

Have you ever wondered what it'd be like to jump twelve foot in the air whilst performing a forward roll, or throw a basketball through the hoop and watch it set the net on fire? Well, wonder no more! Simply take to the court with NBA Hang Time and these amazing powers will be a mere button press away!

If there's one thing the Super NES could never be faulted on, it's variety. Take basketball for example: if you're a serious sports fan who wants every rule, all the NBA players and statistics, there's the NBA Live series or Bulls Vs Blazers. However, if you don't take things too seriously but fancy shootin' a few hoops, there's the fast 'n' furious NBA Tournament Edition. Well, now there's a new kid in town, although it may look slightly similar to something I've just mentioned. Yes gamelets, Midway has developed a new two-on-two dunk-fest, and it's comin' to a Super NES near you!

SLAMMIN' IT, JAMMIN' IT, DO WHAT YOU LIKE!

Although the NBA Jam TE developers have taken time out to work on this latest hoop-slammin' masterpiece, there are quite a few similarities to their earlier creation. The game is still a two-on-two battle featuring all 29 teams from the NBA. However, there are now 3 players from each team's roster to choose from and as you're about to discover, there are even more surprises in store for you basketball fans!



I'VE GOT THE BRAWN, YOU GOT THE BRAINS!

One of the major advantages with NBA Hang Time is the improved artificial intelligence. Gone are the days of computer controlled players walking around as if they're on a Sunday stroll - now they read the game and make their own decisions to help the team. Unfortunately, this also applies to your opponents, so don't expect the early games to be a walk in the park. If you want to win, you're going to have to work for it!

NG TIME

REVIEW

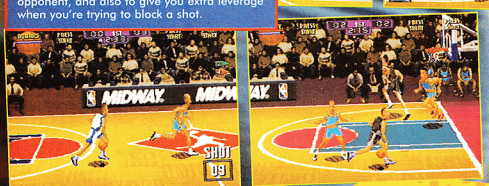
SUPER NINTENDO ENTERTAINMENT SYSTEM

DO YOU WANNA KNOW A SECRET?!

Also included in the game are various passwords to make the matches even more bizarre. Although we're not going to reveal the codes just yet, you can enter three-digit numbers on the VS screen to increase your skills or hinder your opponents. There's also a code which allows you to take the game from the NBA arena to an outdoor city court. Look out next month for a full list of codes!

THE NEED FOR SPEED!

If you're going to beat all 29 NBA teams, you'll need more tricks up your sleeve than just pass and shoot. The Turbo button can help you break away from your opponents, although be careful when you're attacking 'cos you're more likely to cough-up possession. However, it's imperative to use the Turbo on defence, especially in the later stages, to help you get in front of your opponent, and also to give you extra leverage when you're trying to block a shot.

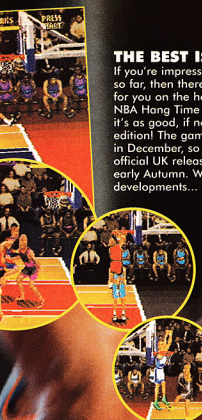


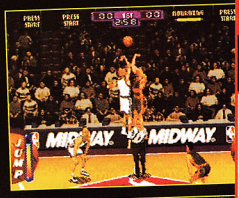
FIRE IN YOUR BELLY!

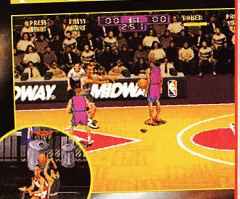
If a player is able to shoot three baskets in a row without the opposition scoring, he becomes "On Fire". This greatly increases his chances of scoring, so it's worth getting the ball in his hands at every opportunity. He remains in this state until the other team scores or he misses a basket. Likewise, if you can score three Alley Oops or Double Dunks in a row, you achieve "Team Fire". Once again, the opposition needs to score to return your team to normal.

THE BEST IS YET TO COME!

If you're impressed with what you've seen so far, then there's even more good news for you on the horizon. Yes, slam dunkers, NBA Hang Time is coming to the N64, and it's as good, if not better, than the arcade edition! The game was expected Stateside in December, so fingers crossed we'll see an official UK release either late Summer or early Autumn. Watch this space for further developments...

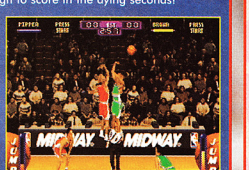


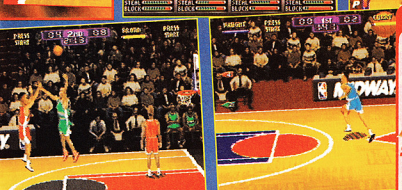




FANCY A FOUR-BALL?!

Time to dust off your multi-taps and get your mates round 'cos NBA Hang Time also has a kickin' four-player option! Yes, sports fans, decide which team you wish to control, take to the court and spend the next couple of hours arguing amongst yourselves 'cos your mate never gives you the chance to shoot, or it's always him that lets the opposition through to score in the dying seconds!





SHAUN

Having bought and thoroughly enjoyed NBA Jam, this was always going to appeal to me and, thankfully, it didn't let me down. The action is fast and frantic, and if you don't stay on your toes for the entire match, you've got little or no chance of being successful. The create player option is hilarious, and helps to breathe even more life into an old idea. Off the top of my head the only negative aspect is that it's very difficult to work out what makes this so different to NBA Jam. However, don't let my poor memory put you off one the best sports games on the market. If you love physical entertainment, but don't take it too seriously, this is the game for you!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Excellent! The characters are large, the court looks cool, and it's instantly recognisable.

91

SOUND

▲ All the razzamatazz from Midway's earlier incarnation.

87

PLAYABILITY

▲ The basics are easy to pick up and even the fancy moves are a mere button press away.

▼ The game feels slightly on the slow side, but that's the only moan I have!

91

LASTABILITY

▲ You must beat all 29 teams to win the tournament which is no mean feat.

91

OVERALL

NBA Hang Time is playable and addictive, although there might not be enough variations to make NBA Jam owners purchase it. Non Jam owners take note – you shouldn't let this pass you by.

90

NHS SMALL TIPS

Well, what can I say? I'm very, very sorry for the bogus Doom tip I printed last month! Believe it or not, we haven't got a copy of the game in the NMS offices so I had no way of checking the cheat myself! Anyway, keep sending your tips in. However, if anybody thinks that they might win some games by sending in false cheats, don't bother. You wouldn't like to see Dave get angry, would you...? You see, I now have a fool-proof way of checking tips. Each morning I feed Dave my letters and, if he starts to pound the desk, I know they're fake! On the other hand, if Dave makes us coffee and gives me a game of KI Gold, then I know they're genuine! Send your tips to: THIS TIP WILL MAKE DAVE A HAPPY CHAPPY, SMALL TIPS, NMS MAGAZINE, 30-32 PRIORY COURT, FARRINGDON, LONDON, EC1R 3AU.

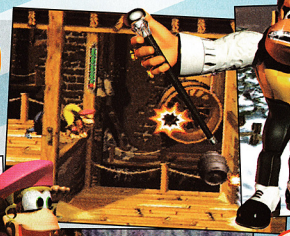
KONAMI

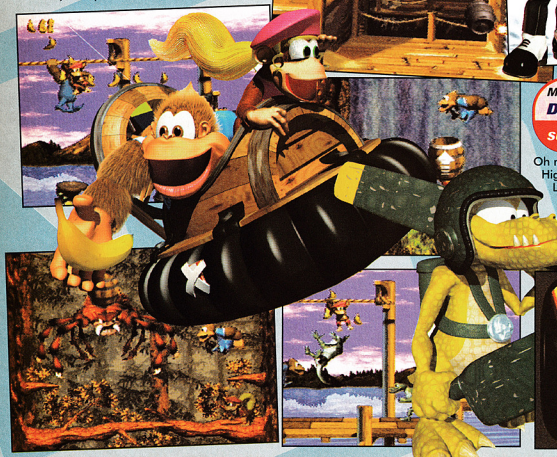
50 LIVES

DONKEY KONG COUNTRY 3

SUPER NES ★★★★

Highlight a new player and press L, L, R, L, L, R, L, R, L, R. A prompt will now ask you to enter a code. Enter LIVES to start with 50 cheeky chimps!





MUSIC TEST

DONKEY KONG COUNTRY 3

SUPER NES ★★★★

Oh my gawdfathers, another tip for DKC3! Highlight a new player and press L, L, R, L, L, R, L, R, L, R. On the prompt enter MUSIC, and this will bring up a music test screen where you'll be able to boogie to your favourite gibbon tunes. Hey, Shaun! Stop dancing like a monkey, you great baboon!

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PLAY AS HUMAN SMOKE

ULTIMATE MK3

SUPER NES ★★★★

Thanks to Craig Gellen in South Yorks we can now play as Human Smoke. Select normal Smoke and then on the VS screen hold Left and press, HP, BK, HK and Run. The second player should hold Right and press, HP, BK, HK and Run. Now that's what I like to see!

FIND THE CARDS

SUPER MARIO RPG

SUPER NES ★★★

Thanks to Ben Lam for sending me loads of tips for this cool game. Here's how to find the various cards at Tadpole Pond. Play these notes to gain the following cards:

ALTO CARD
SO, LO, MI, RE, DO, RE, DO, RE
TENOR CARD
MI, DO, SO, DO, RE, LA, TI, DO
SOPRANO CARD
LA, TI, DO, RE, SO, DO, RE, MI
BRIGHT CARD
Go to Booster's Tower and keep playing Knife Guy's game until he gives up the card. Cheers mate!

INFINITE ENERGY AND STAGE SKIP

REALM

SUPER NES ★★★

On the game start screen press, Up, X, B, R (the R-button) and Start together. Hold the buttons until the screen starts to fade. You'll now have infinite energy and, if the Select and Start buttons are pressed together, the stage skip will be activated.

SPEED CHEAT

KILLER INSTINCT

SUPER NES ★★

To increase the speed of this fast and furious game, press Forward, L, R, B and A on the VS screen. Many thanks to the person that sent this in, but you should've supplied your name!

NIGHT GAMES

KEN GRIFFEY JR'S WINNING RUN

SUPER NES ★★★

Pause the game and press Select, Down, A and Y. Once the view changes the day will turn to night or vice versa. Hey – not bad, my little baseball dude!

CHUN LI'S ORIGINAL COSTUME

STREET FIGHTER ALPHA 2

SUPER NES ★★★

Here a cool trick to select the original Chun Li. Highlight Chun Li and hold Start for five seconds. Keep Start held then press any button.

IN HEAVY METAL

IRON MAN / X-O MANOWAR

GAME BOY ★★★★

Here's some passwords for all you budding young super heroes out there:

STAGE 1	TYCKPQ
STAGE 2	TJYPDF
STAGE 3	ZXCVBM
STAGE 4	KDZCPL
STAGE 5	MHGQZS
STAGE 6	SPLHRJ
STAGE 7	YPMBCK
STAGE 8	SDWZCM
STAGE 9	DPWMQZ
STAGE 10	LKLPDX
STAGE 11	XCSQSS
STAGE 12	MPQPRY
STAGE 13	JKRTSC
STAGE 14	DXCMGH
STAGE 15	LPJKHX

DIXIE KONG'S DOUBLE TROUBLE

A MONKEY'S GUIDE

Hooray! The DKC3 tips guide is here at last! The NMS gang has always had a special place in their hearts for chimps and other furry creatures, and that's probably the reason why they gave the Cosmic Cracker a job! Anyway, here's the first of our three part guide to the ultimate Super NES banana fest!

WELCOME TO DONKEY KONG COUNTRY!

This month the first four worlds are covered – Lake Orangutanga, Kremwood Forest, Cotton Top Cove and the dangerous island of Mekanos. This guide shows where to find the two Bonus Barrels and how to win the DK Koin in each level.

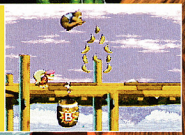
Lake Orangutanga is an easy world and should be no problem for experienced Kongmeisters. However, by the time you reach Mekanos your monkey skills should be up to scratch. If not, failure awaits! Anyway, on with the show...

WORLD 1: LAKE ORANGUTANGA

LAKESIDE LIMBO

1ST BONUS BARREL

The first Bonus Barrel is found just before the 'O' Kong icon. Look out for the crack in the wooden floorboards, then throw Kiddy in the air to smash this hole open. Now drop down to enter the first Bonus Barrel.

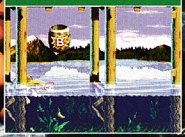


DK KOIN

The Koin Kremling is found shortly after the first Bonus Barrel. To get the DK Koin, pick up the metal keg and throw it over Koin's head. The keg will rebound off the wall and smash Koin in the back!

2ND BONUS BARREL

When you reach the 'N' Kong icon, drop down the gap into the water. Swim right to find the Bonus Barrel. Even better, simply swim past the barrel to discover some hidden lives too!



DOORSTOP DASH

1ST BONUS BARREL

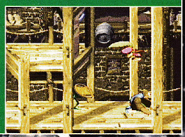
Just after the 'O' Kong icon you'll find at a rope. Walk left past the rope to find a door in the top left corner with a lever to the right. Throw Dixie to the lever which will open the door, then helicopter spin left to enter the doorway. Hey presto! The first Bonus Barrel is yours to explore!

2ND BONUS BARREL

After the Continue Barrel you'll find a large rope guarded by a Buzzer. Climb to the top of the rope then jump right. Avoid the Buzzer and open the door using the lever to find a Bonus Barrel.

DK KOIN

When you reach the large gap towards the end of the level, use Dixie to hover down the hole, keeping left to collect the trail of bananas and find a narrow ledge. Walk left and throw Dixie up to the lever which will open the door above Koin. Quickly throw the keg through the open door, and the keg will rebound and hit Koin!



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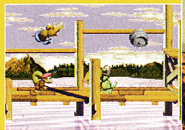
TIDAL TROUBLE

DK KOIN

Koin is lurking at the beginning of this level. Use Kiddy to throw Dixie on top of the hut, then make her pick up the keg and throw it over Koin's head so it rebounds off the wall, thus releasing the DK Coin!



1ST BONUS BARREL

Jump into the water below the 'O' Kong icon. Swim left to find a crate containing Enguarde, then swim right, killing everything in your path. Swim under the platform to find the Bonus Barrel.

2ND BONUS BARREL

Once you've reached the two Knick Knacks, jump to the right. Pick up the Knocka and use it to smash the Booty Bird, then use Kiddy to bounce right across the water. If done correctly, Kiddie will arrive at a platform where the Bonus Barrel awaits!

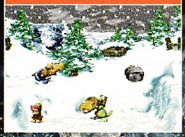
SKIDDA'S ROW

1ST BONUS BARREL

When you reach a treacherous slope, look out for a single slippery Krimp. Simply jump over him to the right and you'll find the Bonus Barrel.

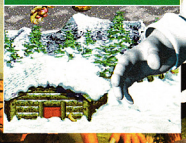
DK KOIN

Just past the Continue Barrel you'll find Koin. Pick up the Keg and throw it over his head to get your hairy hands on the prize!



2ND BONUS BARREL

After the 'N' icon you'll find a cabin, on top of which are two Skidda's. Smash the two pests then jump up to find the second Bonus Barrel.



MURKY MILL

1ST BONUS BARREL

Just past the Continue Barrel you'll find a green Buzzer. Jump over him, pick up the keg, then throw it at the flying menace. Now jump and land heavily on the trap door to find the Bonus Barrel.

DK KOIN

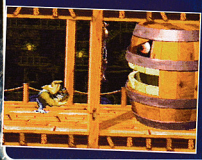
After jumping through the first gap you come across after the Continue Barrel, keep going right. Pick up the metal keg and throw it over the wall above Koin. If done correctly, it'll hit Koin from behind!

2ND BONUS BARREL

After the 'N' icon you'll drop down to a lower level. If you go left into the corner you'll be shot by a hidden Cannon Barrel onto a ledge. Use Ellie to suck the metal keg towards you, and this will kill the Buzzer and leave the Bonus Barrel clear.

BELCHA'S BARN

As soon a Belcha appears, run towards him. When he spits a barrel, jump on it to unleash a Knick Knack. Jump on the insect to turn it upside down, then pick it up and throw it into Belcha's open mouth. Each time you successfully throw a Knick Knack in his mouth, Belcha will burp loudly and slide backwards. Repeat this process until he falls off the end of the platform!



WORLD 2: KREMWOOD FOREST

BARREL SHIELD BUST-UP

1ST BONUS BARREL

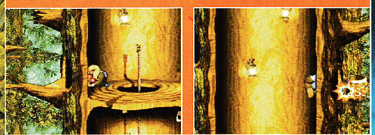
Just below the fourth rope you'll discover a TNT barrel on the right hand side. Pick it up and throw it at the left wall. This will create a doorway that leads to the first Bonus Barrel.

DK KOIN

After the 'N' icon, walk right and stand on the branch that sticks outwards. Throw Dixie to the branch above, then pick up the metal keg and throw it down towards Koin to win the DK Koin. Use the TNT barrel to blow another hole in the trunk to go on.

2ND BONUS BARREL

On the left of the end flag is a TNT barrel. Use the barrel to blow a hole in the wall, climb up, then helicopter spin right through the hole in the tree. You'll pass through three trees holes before reaching the second Bonus Barrel.



RIVER SIDE RACE

1ST BONUS BARREL

After the 'K' icon, bounce across the first pool of water with Kiddy. Walk right to find the Bonus Barrel after landing on the ledge.

2ND BONUS BARREL

After the Continue Barrel, walk past the two Re-Koils. Jump over the first section of water and, when you've reached the next section of water beside the 'N' icon, drop down. Collect the Invincibility Barrel and use the red Buzzers as stepping stones to reach the platform. Here you'll find the second Bonus Barrel.

DK KOIN

After collecting the 'G' icon, jump out of the water and use Kiddy to bounce left across the surface of the water. Once on the ledge, pick up the keg and throw it at the wall to collect the DK Koin.

SQUEALS ON WHEELS

1ST BONUS BARREL

Walk left from the 'O' icon and jump across onto the wheel. Walk left again and the Bonus Barrel is straight ahead.

2ND BONUS BARREL

After the Continue Barrel, walk to the right and climb onto the first wheel. Throw Dixie onto the second wheel and continue right to find the Bonus Barrel.

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DK KOIN

When you've found the 'N' icon, jump back onto the wheel to the right, then jump right again. Now just pick up the keg and throw it at the wall behind Koin to kill him.

SPRINGIN' SPIDERS

1ST BONUS BARREL

After the 'K' icon, drop down to the left and get Squawks. Now fly upwards and to the right through a small hole in the tree. Keep moving up until you come to a green Buzzer. Kill the Buzzer and fly left into the Bonus Barrel.

DK KOIN

On the third Nid after the Continue Barrel, throw Dixie up to the left when the Nid reaches its highest point. Pick up the keg and throw it through the hole above, and it will roll and hit Koin in the back.

2ND BONUS BARREL

Just to the right of the 'G' icon you'll find a Nid. Drop into the hole beside it to find a Bonus Barrel.

BOBBING BARREL BRAWL

1ST BONUS BARREL

After finding Ellie, stop at the first auto-firing barrel you come to. Then turn back to the left and shoot the Booty Bird using water stored in Ellie's trunk. The bird will drop a TNT barrel onto the Buzzer below, clearing the way to the Bonus Barrel.

DK KOIN

Just before the Continue Barrel, you must to jump over two red Buzzers who hide a metal keg beneath them. Use Ellie to suck the barrel towards her, then walk right to find Koin. Rebound the keg off the wall to bash Koin.

2ND BONUS BARREL

After the 'N' icon you'll find two Knick Knacks running up the slope towards you. Follow the insects to the left, then jump on them, dropping into the Bonus Barrel.

ARICH'S AMBUSH

To defeat this eight legged beast, you must collect the wooden barrels from the top of the screen and throw them at Arich's bonce. Jump onto the lower branch and, when Arich make his second bounce, jump onto the top area of his legs then onto his back. Pick up the barrel, wait for a safe moment to jump down, then stand directly beneath him. As he drops down the barrel will hit him in the face! The next barrel needs to be collected from the top right branch. On the second hit, Arich will shoot green missiles, so stay in the bottom left corner to avoid being hit then repeat the earlier process. Once Arich is dead you'll be able to grab the patch and give this to Funky Kong so that he can build the Hovercraft.

WORLD 3: COTTON TOP COVE

BAZZA'S BLOCKADE

1ST BONUS BARREL

After the left scrolling section, swim right and keep going down past the fast moving Bazza's. Here you'll find the Bonus Barrel.

2ND BONUS BARREL

After the Continue Barrel, when you reach the second up-scrolling section, go left past the Bazzas. Keep low to avoid being hit, and on the left you'll find the Bonus Barrel.

DK KOIN

When you've reached the end flag, walk to the right and pick up the keg. Stand on top of Koin and throw the keg to the right. The keg should rebound and hit him.

ROCKET BARREL RIDE

1ST BONUS BARREL

After the Continue Barrel use Dixie to spin across to the left past three Knick Knacks. The barrel is in front of the second waterfall.

2ND BONUS BARREL

From the 'G' icon drop off the ledge to the left, then drop straight down into the hidden Bonus Barrel.

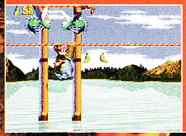
DK KOIN

Just after the 'G' icon go up to find a keg. Above and to the right is an auto firing barrel. Face left, throw the keg into the air, then quickly jump into the barrel. The keg should rebound off the wall while you distract Koin!

KREEPING KLASPS

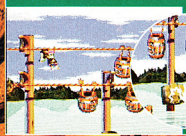
1ST BONUS BARREL

After the 'K' icon you'll come across two green Buzzers circling around the top of the screen. Jump up between them to enter the Bonus Barrel.



2ND BONUS BARREL

Past the Continue Barrel you'll come across three Kracka's (one above, two below). Look out for the single banana indicating where you must go, then drop down and you'll be fired across to the right and into the Bonus Barrel.



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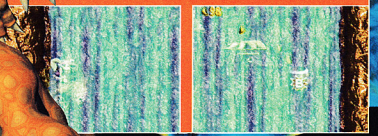
DK KOIN

As you approach the end flag, Koin will be waiting. Collect the metal keg from the hut right at the very end of the level (past the flag), carry it back to Koin, then throw it at the wall and grab the DK Koin.

TRACKER BARREL BARREL

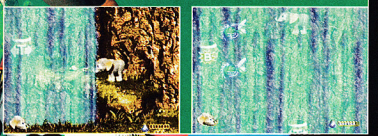
1ST BONUS BARREL

Just before the 'O' icon, use Dixie to spin to the right and find the first Bonus Barrel.



2ND BONUS BARREL

Once you've collected Ellie, walk right until you pass the waterfall. Go left behind the waterfall, then shoot the two Buzzers and jump into the Bonus Barrel.



DK KOIN

Reach the end of the level with Ellie then, when you pass the 'No Animals' sign, you'll be given a keg. Take this to Koin on the left and position yourself above him. Throw the barrel at the wall to win the Koin.

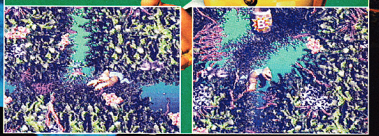
FISH FOOD FRENZY

1ST BONUS BARREL

After the 'K' icon you'll fall down and start to swim to the left. When you reach the first upward section, swim right at the top and this will take you past a single Lurchin. Here you'll find the first Bonus Barrel.

2ND BONUS BARREL

Just before the 'No Fish' sign you'll find a passage leading upwards. Get Nibbla to eat the Lurchin, then move up to find the Bonus Barrel.

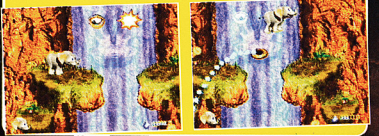


DK KOIN

At the end flag, throw Dixie to a ledge on the left hand corner. Collect the keg and bounce it off the wall to hit Koin.

SQUIRT'S SHOOTOUT

This is very simple – fill Ellie's trunk with water and shoot Squirt's eyes when they pop out of the waterfall. Each eye requires two hits, and do this three time to defeat the boss. To avoid the stream of water squirted at Ellie, simply jump around the screen to avoid being hit. Once Squirt's defeated, pick up the first ski.



WORLD 4: MEKANOS

FIREBALL FRENZY

1ST BONUS BARREL

After the Continue Barrel, drop down the gap and, at the bottom, go left. Use Dixie to spin left into the Bonus Barrel.

2ND BONUS BARREL

Before you reach the 'N' icon you'll see a Karbine firing three fireballs at once. To the left above the nasty is a hidden platform, so throw Dixie to it so that the second Bonus Barrel can be found.

DK KOIN

After collecting the 'N' icon you'll fall down then come back up again. When you travel over to the right, pick up the keg, avoid the fireballs, then stand on Koin. Throw the keg at the wall to get the DK Koin.

DEMOLITION DRAINPIPE

1ST BONUS BARREL

Stand on the fourth piece of railing connected to the ceiling. You'll have to avoid the Buzzers to get to it. Then look out for a single banana which indicates where the Bonus Barrel is hidden.

2ND BONUS BARREL

After the 'N' icon look out for the hole with a Knick Knack hovering above. Jump into the next hole with the banana in it to find the second Bonus Barrel.

DK KOIN

At the end of the level you'll be fired up and to the right. Pick up the keg and walk back to the left. Jump across the gap and throw the keg at the wall behind Koin.

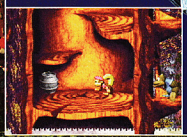
RIPSAW RAGE

1ST BONUS BARREL

After the 'O' icon look out for a wooden barrel. Pick it up and kill the green Buzzer on the left. Leave the tree trunk to find the Bonus Barrel.

2ND BONUS BARREL

Just after the 'N' icon, keep moving upwards until you spy a metal keg. Pick it up and kill the Buzzer on the right to find the Bonus Barrel.



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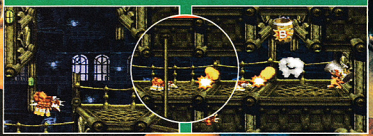
DK KOIN

Under the 'G' icon, drop down toward the single banana and this will reveal a hidden Cannon Barrel. This will fire you into an Invincibility Barrel. Keep moving up until the saw stops. Pick up the keg, stand on the branch above Koin and drop the keg on him..

BLAZING BAZUKAS

1ST BONUS BARREL

From the 'O' icon, go back to the right with Squitter and through the gap in the ceiling. Walk right and shoot some webs at Bazuka to avoid be hit, and above him you'll find the Bonus Barrel.



DK KOIN

From the Continue Barrel, drop down with Squitter then go across to the left. You'll see a Bazuka firing wooden barrels, so hit the switch above him to change them into metals kegs. Quickly move above Koin so that he gets hit by one of the kegs.

2ND BONUS BARREL

After collecting the 'N' icon, go across to the left and move upwards. At the top of this section, spin left to find the second Bonus Barrel.

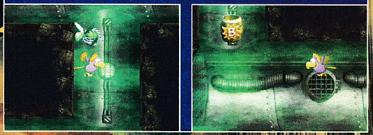
LOW G LABYRINTH

1ST BONUS BARREL

Get Squawks just after the Continue Barrel and fly back to the left. Fly through the gap just before the Continue Barrel. The first Bonus Barrel is found here.

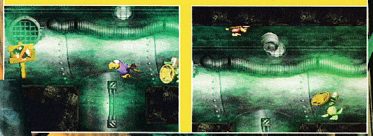
2ND BONUS BARREL

Once the 'N' icon has been grabbed, keep travelling up until you hit the ceiling, then go left. Look out for the Green Buzzer flying back and forth then, go down past the Buzzer, and fly left into the Bonus Barrel.



DK KOIN

When you exit the second Bonus Barrel, go up then across to the left past two quick moving Buzzers. Pass through the 'No Animals' sign to get the keg, pick it up and head right. Throw the keg at the wall so it rebounds and hits Koin.

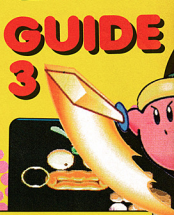


KAOS KARNAGE

Stand on either the left or right side of the screen. Kaos will move left and right firing his flames and, to avoid being hit, simply jump or hover over the fire. When Kaos stops in the centre of the screen, jump on his slashing blades to reach his head, but watch out for the boxing gloves as they will push you off! Once you reach his head, jump on top of it to stun him. After the second hit, Kaos will remove his helmet which begins to glide around the screen. Avoid the helmet's lasers and repeat the process. To avoid being hit by the lasers, move quickly left or right without stopping, and keep hitting Kaos' head until he drops up a ski. Take both skis to Funky Kong so he can build the Jetski.

KIRBY'S FUN PAK

PLAYER'S GUIDE PART 3



Hi, Kirbstrels! Cracker here with my final dose of Fun Pak fever! Over the last couple of months we've explored Dream Land so much that I'm starting to look like Kirby! This is the last part of my guide so, if you have any other tips for the game, send them to to Small Tips. Pronto!

GAME 4 STARS:4

THE GREAT CAVE OFFENSIVE

At last we come to the tougher Fun Pak games. The Great Cave Offensive is classed at a mighty four stars, and is probably the trickiest game on the cart. Sixty treasures are hidden in chests which are scattered around Dream Land, and it's up to Kirby to find them all and obtain an awesome score. Good Luck!

STAGE ONE: SECTION 1

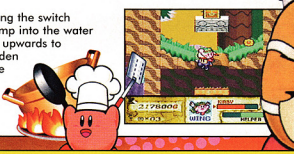
Look out for the two flowers. Hit the statue's head between them to reveal a secret room. Inside you'll find a chest containing a gold coin.

When you reach the point shown below, don't hit the second bomb block as it creates a stream of lava which stops you getting the Whip.

SECTION 2

By the time Kirby reaches these switches he should have the Wing ability. Hit the first switch to raise the wall. Stand between the next two switches, shoot the left one first, then the right, and quickly make your way through the passage. Activate the next switch you see and fly up the shaft as fast as possible to find a treasure.

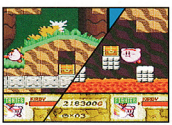
After solving the switch puzzle, jump into the water and swim upwards to find a hidden cove. Here you'll find the Lucky Cat.

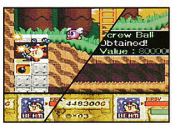


SECTION 3

At the start of the level, stay off the blocks above the lava as they'll disappear and sizzle Kirby's toes! Hit the bomb so that the chest drops down onto one of the blocks. If you stepped on the blocks, the chest will fall into the lava!

In order to trigger the bomb block shown below, Kirby must have the Beam ability 'cos this is one of the only projectiles that can actually shoot through walls. Hit the bomb block to get the crazy Screw Ball treasure.

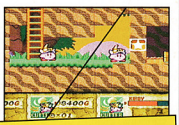




SECTION 4

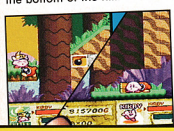
The quickest way to defeat the Hammer fiend is to smash the blocks underneath him. However, if you fight him normally, his ability will become yours. My advice is to defeat him normally to get the Hammer power-up.

Climb down the ladder shown below then walk right to find the next valuable treasure. An extra life can also be found here, so make sure you take this useful detour. Now head for the doorway to enter the next section.

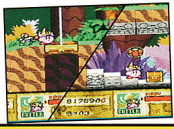


SECTION 5

Hit this bomb block then fly to the right side of the mound and shoot the second block. By blasting away these blocks a treasure will be released at the bottom of the hill.



Cut the rope on the last platform so that the ledge falls down. To do this Kirby must have the Blade ability. Drop down, then walk right to find a treasure and an extra life.



OOH'AAR! IT BE MOBY DICK!

Kirby should have the Blade ability and either a Mirror or Cutter helper. This huge whale has three different forms of attack. For the first attack he'll swim straight towards you, crashing into the screen itself. Avoid the falling debris and, as soon as it passes, attack the whale. The second attack is a bouncing roll and, to avoid being hit, run underneath the whale when he's in the air. As he passes, fire some blades into his side. The last attack is a water spray. Fly over him as the water drops down and land behind him, then quickly attack. The Whale boss should pose no problem if you dodge his projectiles.

SECTION 2

Drop down to the bottom of the water and position yourself over the gap. Shoot the switch and press up as soon as the chest falls.

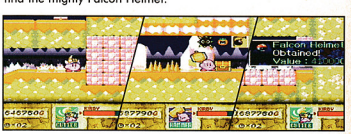
Hit this bomb block to open a passage leading to a doorway. Enter the door to appear in Section Four. Now collect the Fossil treasures.

SECTION 3

A strong current prevents Kirby from reaching this chest. Travel to the top right section of the room and jump into the water. Follow the water flow left until you reach the chest.

SECTION 4

Shoot away these blocks to uncover a secret chest. Open it to find the mighty Falcon Helmet.



Make your way through this passage, avoiding the spikes, then use Kirby's flying ability to negotiate the tunnel. At the end of the corridor a treasure can be found.

STAGE TWO: SECTION 1

Swim to the bottom of the water to find the chest. Smash the blocks to get a prize.

North Door: Save Point, West Door: Section 2, South Door: Section 3, East Door: Section 4

THE RPG BOSS

This is a very strange boss! Read the text messages so that you know when to attack, and when the boss is about to hit back. There are three monsters to kill - Slime, Dancing Doll and Witch. Grab the abilities that appear on the side of the screen. The fire skill is the best for defeating all three. When it's Kirby's turn to attack, use the flame dash to rob your opponent of a huge amount of energy.

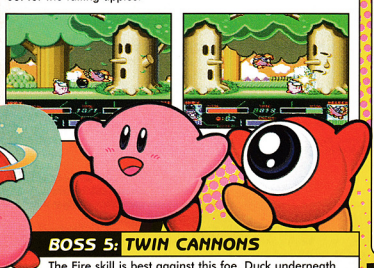
GAME 5 STARS:4

REVENGE OF META KNIGHT

Basically, this is a boss game where, every time a room has been cleared, there'll be another boss to beat. Kirby must hop on board Meta Knight's flying fortress and find some way of bringing it down. Only then can Dream Land be free. This last part of the guide features tips on how to beat the main bosses, the smaller ones posing no danger.

BOSS 2: THE HARDWOODS

Beat the first tree like you did in Spring Breeze. Easy eh? Kirby will then drop down to face the huge trees. Concentrate your attacks on one tree first. Keep attacking until its energy is gone, then walk over to the next one to finish 'em off. However, watch out for the falling apples.



BOSS 5: TWIN CANNONS

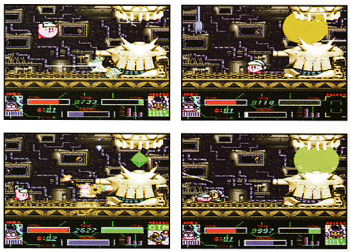
The Fire skill is best against this foe. Duck underneath the cannon barrel when it starts to attack, then jump up and use the dash flame to deplete its energy. Although this boss looks scary, its attack is quite simple. However, if you forget to duck, one blast from its cannon is enough to kill you!

BOSS 6: HEAVY LOBSTER

This large mech is very slow. Keep Kirby moving at all times to avoid being targeted by its attack. A good tip is to stay in the air while the lobster attacks, then quickly drop down and blast it. As long as you stay on your toes this guy can be killed without Kirby taking any damage.

BOSS 7: THE REACTOR

Attack the reactor and you'll find it has no effect. The trick is to fool the Sentrys into firing at the reactor itself. Stand in front of the machine and wait for a Sentry to appear. As soon as it starts to shake, quickly run away from the laser so that it hits the reactor. When half its energy has gone, direct the laser at the giant power crystal by hovering in front of it. The reactor needs to take four hits before it blows.



BOSS 9: META KNIGHT

This is it... the final showdown! Grab the power-up in front of Kirby to taunt Meta Knight into jumping down. As soon as he starts running for the door, attack him. If you repeatedly attack Meta Knight, he'll not have the time to launch an attack of his own, leaving him completely defenceless. Keep this up and he'll scarper!

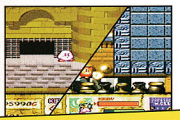
OHH! A SECRET!

If you manage to complete these two games, a great secret awaits! You're gonna love it, trust me! 'Til next time, folks!

STAGE THREE: SECTION 1

Jump on the third spring to find a sneaky hidden entrance. Inside, hit the bomb block and dodge the spikes as they fall.

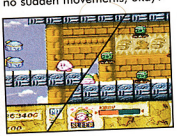
When you reach Bonker, don't hit the bomb block. Attack him until his ability becomes available. Walk right, activate the switch, then run back.

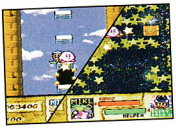


SECTION 2

On your way upward, enter this door on the right. Push against the wind and avoid the sleepers This is hard, so no sudden movements, okay?

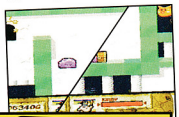
Enter the central door to find a room with zero gravity. Use the spring boards to travel up the room. At the top you'll find a chest.





Quickly fly left and grab the treasure before Kirby is pushed off the screen. If done quickly you can get the treasure and exit the room with a micro-second to spare!

The chest at the bottom of the water cannot be reached by swimming downwards. Give Kirby the Stone ability then sink to the bottom of the water to get the treasure.



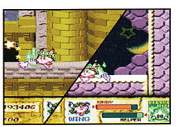
CHAMELEON BOSS

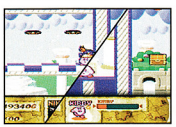
Beware this reptile's disappearing act - simply look for the shadowing to see his position. You can use normal attacks to beat this giant lizard, but the Blade and Ninja skills are top for this section.

STAGE FOUR: SECTION 1

Enter Stage Four via the left hand doorway located at the bottom of the castle.

In this windy section, Kirby must use the Jet ability. Then go down to find the exit.





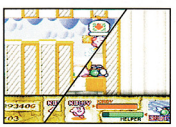
SECTION 2

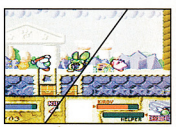
Use the Jet or Flame ability to light the cannon fuses. Quickly hop into the central cannon to find a chest.

SECTION 3

Make your way through the cannons, picking up the items scattered around, then make your way to the bottom left corner to find the door.

At the end of the cannon ball run you'll have to beat the giant bug in order to release the next treasure. Try to save an ability for this battle.





SECTION 4

Cut this rope then run right. Drop off the platform and collect the Platinum Ring. This is tricky 'cos, if any other ropes are cut, the chest will become unreachable.

STONE BOSS

This is the last boss in The Great Cave Offensive. This guy has a huge hand which must be attacked in order to defeat him. Watch out for his flick attack where his hand appears and flicks you to the other side of the screen. When the hand starts to attack from above, keep moving around so he doesn't get a lock on you. As soon as the hand hits the floor there'll be a two second delay. This gives Kirby enough time to attack. A few well placed hits and the hand'll be shattered!

HOORAH!!

That's it! Make your way to the end of the section to find the the exit. Now watch the end credits roll...

Stuck in a Nintendo game? Call the official hints and tips Hotline on (01703) 652222

So, the new year has finally arrived, giving me the perfect opportunity to look back on 1996. On a personal note, it didn't go too well... The guys in editorial wanted to kill me off and, to top it all, Sushi and I broke up at a New Year's Eve party. Everything was going fine until someone proposed a toast. Unfortunately, they weren't celebrating the new year, they were trying to lay Sushi on some bread and jam her in the toaster! Naturally, I did a runner and, well, let's just say she wasn't too pleased when she caught up with me! Anyway, with the pending N64 release, I'm probably better off without her! Keep your letters comin'... it's the only company I have at the moment! Drop me a line at: DON'T DESPAIR, WE'RE ALMOST THERE! Mailbag, NMS, 30–32 Farringdon Lane, London EC1R 3AU.

SEASONS TO BE CHEERFUL!

Dear Seal,
It's that time of year again. In Iceland we have to control the seal population by culling them. This year, I'm sorry to say, your name is on the list. Don't try to fob me off with any old rubbish about your pathetic bodyguard, Steven Seagull. Anyway, my mate Thor is much tougher. Of course, once you're dead someone will have to inherit your N64. That won't be necessary if I nick it. So be warned, ya great hunk o' meat! I know where you live, and Thor and I are coming to London to pillage your village! P.S. Send your N64 to Iceland M.O.D, and I might just let you live.
A Viking, Iceland.

SEAL: Just you try it, mate! I'll knock yer block off! As for your friend Thor, are you sure it's not Shaun 'cos, with his blond locks, his resemblance to a viking is quite uncanny! If that's the case, then Steven would relish the challenge. I don't know, people like you don't deserve to play on an N64, let alone own one. Oh, and if you're going to make your letters end with an amusing rhyme, at least get the facts right. London's not a village, you pillock!

COMPO QUERY!

Dear Seal,
I'll come straight to the point. In issue #51 of NMS you ran a competition (which was also featured in issue #50) to win a N64. My brother, who is nine, was looking forward to entering the competition but then I read the terms and conditions. They read "Deadline for entries 8th November 1996." Why did you put the competition in the December issue when you couldn't enter?
P.S. Don't reply with a smart comment saying something like you should've entered last month, because my brother didn't know about it.
Neil Cleary, Lordswood, Southampton.

SEAL: For once I'm going to put on my serious head as we've received quite a few letters about this. If you look in the left hand corner of the page you'll see the word 'Advertisement'. That's exactly what it is – an ad. A company paid for the space, and ran the competition. They also booked for two months, and obviously didn't check the mag's deadline. I would like to point out that NMS will never, never charge a reader to enter a competition that they run themselves. If you want proof of this, just look at last month's 'Twelve Days of Christmas' compo. I hope you entered that one... it's a monster!

PRIZED POSSESSION!

Dear Seal,
I was flicking through my much valued NMS collection (Issue #1 to the present day), and felt I had to write to congratulate you lot on a much improved magazine. I had a good look at the first issue and, to be honest, I only bought it for the Time Boy on the front. But now, thanks mainly to Seal who took over from that boring Jaz bloke, this is the greatest mag in the world. I only have one minor little quibble (aimed at Dave), and that's to give you more space for your brilliant Mailbag. It's by far the best part in the mag! Ta for the great read lads, and to you Seal for such a wonderful, anger-filled Mailbag. Keep up the good work!
P.S. A new girl's moved in next door to me, and she looks suspiciously like your ex girlfriend. I think it's the flippers that give it away!
David Ford, Kidderminster, Worcs.

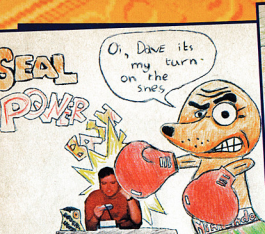
SEAL: Ah, thank you young man! I know I'm a little biased, but I agree the magazine is much better now. When NMS first started they were on a tight budget and, naturally, couldn't afford me. After a while they realised they needed a star to boost the title, and subsequently yours truly was brought in (at huge expense, I might add) to add a touch of class. The argument about how much space I receive each month runs and runs but, who knows...? One day I could be editor! Lastly, if it's Sushi who's moved in next door (we've split up you see), could you ask her to return my N64 controller? Thank you.

WON'T YOU PLEASE, PLEASE HELP ME!

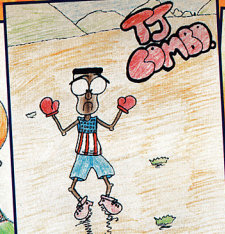
Dear Seal,
Just a month ago my dad bought me a Playstation from Hong Kong without telling me. When he finally told me about it I was horrified. How could he buy me a Playstation when the N64's available over there? As I played it, I realised it's a load of rubbish. It's like a puny ant compared to the mighty N64! I tried to tell my dad about the N64 but he wouldn't listen. Seal, please help by giving me some tips on how to get rid of that horrible console!
P.S.Please show this letter as it'll prove to my Dad that the N64 is greater than anything Sega or Sony have ever produced.
Edwin Li, Camberley, Surrey.

SEAL: It's a well known fact that parents can't keep up-to-date with the latest fashion and, unfortunately, your dad has helped prove this. If you look in his

(ABOVE) Just look at the detail in that drawing! Well done Jim Gartlan of Ipswich, Suffolk.
(LEFT) Awwww! What a sweet picture! Excellent work Alex Norton of Shropshire. We love the little GB Pocket!



(ABOVE) Cheers to G. McKenzie of Woodchurch, Kent, for drawing my most favourite dream!



(ABOVE) N-Day, eh? It isn't long now, loyal readers! Thanks to Garry Kneafsey of Leicester. (LEFT) A skinny TJ Combo, eh? Just wait 'til you see KI Gold! Nice work Master Goz from Merseyside.

wardrobe you'll probably still see the clothes he was wearing in the Seventies! Believe me, he really is that sad! The best advice I can give is every night walk into the living room and inform him that your friends have deserted you because you're out of touch. Now, bid him goodnight and leave the room with a "feeling-a-bit-sorry-for-yourself" expression. After a while, he'll hopefully realise he's hurt your pride and replace that horrible console with a shiny N64!

POINT THE FINGER!

Dear Seal,
I'm not going to bother you about your greatness (which you must be tired of by now), so I'll get straight to the point. Is that picture of you eating a letter painted or is it a photo? (1) If it's a painting then get your money back now. That's not you! The almighty Seal is a seal, right? Well, seals have flippers, and your picture shows a fraud who has three short stumpy fingers. Hasn't anybody noticed? (2) Way back in issue #44, your answer to a question about the free Street Fighter 2 guide on video was "yes and you suggested the idea." Doh! When NMS gave that out it was in issue #4. Jazza was controlling the mailbag and it was called Interactive Mailbag. Still, I think you're the best in NMS, even if you do tell porkies!
Luciano Romano, Merton Park, London.
SEAL:Of course it's a painting. I'm far better looking in the flesh, ya know! And why shouldn't I have fingers? You must have worked out by now that I'm not yer average seal. With regard to the Street Fighter video, as I mentioned earlier, I was brought in at a later date, but prior to that I was working in an advisory capacity. What's with you lot this month? That's the second comment about Jaz! It's got to stop – do you hear me?

I'VE SEEN THE LIGHT!

Dear Seal,
It's true to say that I'm extremely angry! I used to own a Playstation (I'm sorry, it was a HUGE mistake), and I sold it to buy a Super NES. I'm much happier now. However, the other reason I sold my Playstation, besides it being crap, was that there wasn't a single 'scrolling' beat-'em-up released for the system. Is it me or is this type of game the best in existence? So, why the hell are there no software companies bringing these type of games out for any system? I'm waiting in huge anticipation for the N64, and pray that software companies will see sense and release a few scrolling beat-'em-ups. I'd like to know if anyone else out there feels the same.
P.S. Waverace, Super Mario 64 and Pilotwings 64 have scared me. They look amazing. I cannot believe that Nintendo can be so astoundingly brilliant. I think it'll be hard to produce better game graphics – they seem so far ahead of their time.
P.P.S. Keep up the excellent work at NMS. Seal's Mailbag rules!
Lloyd Jones, Leek, Staffordshire.
SEAL: I know that scrolling beat-'em-ups are on the decline lately but, let's face it, the last few have hardly had us jumping for joy. I suppose one of the reasons for their deterioration is that far more beat-'em-up fanatics prefer the Killer Instinct/Street Fighter style games. At least Marvel Superheroes should keep you quiet for a couple of months. Are they the best type of game? Well, I guess it's horses for courses. And thanks for the last reply. I know I rule, but it doesn't hurt to be reminded!

SEAL'S MOST WANTED!!

By the time the next issue comes out, the N64 will be a mere two weeks away. Just think, after months of waiting, you'll finally be able to experience 64-Bit power. Roll on March, that's what I say! Anyway, I'm off for a bit of a facelift. It's about time I changed my image, and now seems the perfect time. 'Til next month, keep your letters coming, and hang in there, my little sealettes!

E-MAIL:

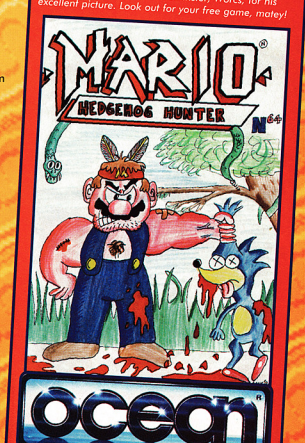
- Which old games do you miss?
- Praising Seal for being a cool dude.
- N64-related pictures.
- Your most wanted N64 games.

SNAIL-MAIL:

- P.S.s at the end of your letters.
- Tracings from the magazine.
- Reminiscing about old NMS staff.

OCEAN PICTURE OF THE MONTH

Isn't it good to see Mario getting tough at last? I just wish he'd finished that silly hedgehog years ago! Many thanks to Dave Ford of Kidderminster, Worcs, for his excellent picture. Look out for your free game, matey!



Q&A READER SYSTEM

(ABOVE) Waverace 64 – one of the best racing game ever on a home console.

(ABOVE) And here it is, the one you've all been waiting for – Mario Kart 64! Looks great, doesn't it...?

The days of sitting in the office, waiting for a new N64 game to drop on the doormat, appear to be over. For the last couple of months we've been inundated with so many N64 products that it's given us major headaches figuring out which one to play next! And, just think, you'll all be able to experience the awesome power for yourselves in six weeks! So, with March 1st a mere month and a half away, you may feel you need to know slightly more to get yourselves clued up for the launch of the decade. Don't forget, you can drop me a line at: SIX WEEKS AND COUNTING, Q&A, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Q TRIPLE TREAT!

Dear Dave,
Please can you print my questions as you haven't printed one of my letters yet.
(1) In your March '96 issue, you mentioned three triple A Super NES titles being released. What are they?
(2) When will Donkey Kong Country 3 be released?
(3) Is Illusion of Time 2 going to be released in England?
(4) Will Mario RPG run on any adaptor?
(5) I recently received a poster in a Super NES box which mentioned Kirby's Dream Land 2 on the Game Boy. Has it been released in the UK, did you review it, and how can I get it?
(6) On the Game Boy, I love Zelda and Mystic Quest. What else do you suggest?
(7) Is Mole Mania an RPG or Puzzle game? When will it be released?
James Leigh, Clevedon, Somerset.

A

DAVE: (1) The Triple-A titles are Donkey Kong Country 3, Street Fighter Alpha 2 and Tetris Attack. (2) It's in the stores now. (3) Although it's not actually a sequel, Terranigma has been dubbed Illusion of Time 2 and, again, it's available now. (4) No! The only way to play Mario RPG is on a US Super NES. (5) Kirby's Dream Land 2 has been out for well over a year. It was reviewed in issue #34, and scored 93%. (6) I'd recommend Dragonheart. (7) It's a puzzle game which should be released sometime in February.

(ABOVE) Tetris Attack – a definite Triple-A title from Nintendo.

(ABOVE) Get the right converter if you wanna play Super Mario RPG!

Q DON'T YOU FORGET ABOUT ME!

Dear Dave,
Could you please answer these questions because they're extremely important to me!
(1) When the N64 is released in England, will it be available in the Republic of Ireland on the same day?
(2) How much will it cost?
(3) Will Rev Limit get a UK release?
(4) Do you know if there are any 2D or 3D scrolling beat-'em-ups coming out for the N64?
(5) Which, in your opinion, is the best racing game for the N64?
Gareth Miphail, Dublin, Eire.

A

DAVE: (1&2) Yes! It'll also be released on March 1st, and will cost £250. (3) We hope so, although I doubt we'll see it until the end of 1997. (4) Not as far as we know. (5) It's difficult to voice an opinion 'cos, at the moment, we've only played Waverace, although I think Super Mario Kart 64 will take some beating.

Q SAY HELLO, WAVE GOODBYE!

Dear Dave,
Please answer our questions!
(1) Is there a version of WaveRace on the Super NES?
(2) Is there a rally game on the Super NES?
(3) What's so good about Worms?
(4) After DKC3, are there going to be any more Donkey Kong games on the Super NES?
(5) If yes, are Nintendo going to introduce more Kongs?
(6) In which ways is Kiddy better than Dixie in DKC3?
(7) Why has Nintendo got rid of Donkey and Diddy Kong?
James and Aaron Boardley, Lowestoft.

A

DAVE: (1) It would be difficult to do the game justice on the Super NES so I very much doubt it. (2) None spring to mind. (3) Worms is a highly playable, extremely addictive game. It doesn't take much time to learn the basics, although mastering the game takes ages. (4) If we're lucky, I think we'll see one more adventure. (5) I think it's inevitable they'll come up with new characters. (6) Kiddy has the ability to kill the larger baddies, throw the barrels further, and open secret areas by jumping on them. He can also roll and bounce across water. (7) They haven't got rid of them. In DKC2 Donkey Kong was kidnapped, and then they disappeared for DKC3. Don't panic, I'm sure we'll see them again!

BOUGHT IN THE USA!

Dear Dave,
I have just bought an American N64 with Mario 64 for £315. Please answer my questions.
(1) Is there a converter to play English games on my American N64?
(2) Is it true that Rave Racer 64 is being developed?
(3) Any news on Donkey Kong 64?
(4) If Namco is making N64 games, do you think they could make a decent conversion of Time Crisis?
(5) My cousin thinks Shogi is better than Mario 64. On behalf of everyone, please tell him he's really sad.
Larry Roberts, London.

DAVE: (1) As the UK machine isn't out yet, it would be impossible to produce a converter. (2) No, although, as printed recently, Namco are currently developing two titles for the N64. (3) No. (4) I'm sure at some point a sequel to Time Crisis will be developed for the N64. (5) If he prefers Shogi that's up to him – although I have to admit, it's incredibly sad!

SLAP AND TICKLE!

Dear Dave,
Please answer our questions or we'll send our mums round to your gaff to give you a good slapping!
(1) Is it true that only John Menzies will be retailing the N64 in Scotland?
(2) How hard is it to familiarise yourself with the different camera angles in Mario 64?
(3) When will there be a full playtest for Mortal Kombat Trilogy?
(4) When will Ultimate Mortal Kombat be released on the Super NES?
(5) Is it worth buying if you already own Mortal Kombat 3?
(6) Why is Nintendo bothering to make Yoshi's Island on the N64 a 2D platformer, when it could be a fantastically good looking 3D romp?
(7) Can the N64 make use of 3D pixels like the PC, or is it destined to a life of polygons?
(8) Why don't you advertise your clearly superior mag on TV?
(9) I've heard rumours of a 128-bit Nintendo machine. Is this true?
Neil and Martin Sparks & Martin Bardford, Scotland.

DAVE: (1) I think the major retailers would have something to say if that was the case. (2) It's not too difficult getting used to the angles. However, selecting the easiest angle for each section gives you the biggest headache. (3) There was a full 64-Play last issue. (4) It's out now. (5) If you're a die-hard Mortal Kombat fan, your collection won't be complete without it. If you're a casual gamer, I'd leave it and wait for something new. (6) It's always good to add some variety and, if you look at the piccies, I don't think you'll have any complaints. (7) Of course it can! Stupid question. (8) I've often wondered that myself. I'll ask the marketing department. (9) I wasn't expecting this question 'til at least March 1st. No, there's not even a hint of an 'N128' in development. Nintendo have made the N64 infinitely expandable, so there's no need for a new machine for years.

THIRD TIME LUCKY!

Dear Dave,
Please will you answer my questions because I've sent them in three times and you haven't replied yet!
(1) Will you get a game with the N64?
(2) Will you get a Memory Pak with the N64?
(3) Will you need a converter to play Super NES games on the N64?
(4) When will Mortal Kombat Trilogy on the N64 be released?
(5) What did NMS rate Super Mario Kart on the Super NES?
(6) Will there be any Sim City games on the N64?
Edward Swift, Telford, Shropshire.

DAVE: (1) At present we've only heard news of a Solus pack, although I wouldn't be surprised if Nintendo release a Super Mario 64 bundle. (2) No, you'll have to buy it separately. (3) No, you'll still need a Super NES to play your old games. (4) We're expecting it to be released either in March or April '97. (5) Super Mario Kart scored 92% in issue #1. (6) Yes – indeed, a massively-updated Sim City 2000 is being developed for the N64 by Imagineer.

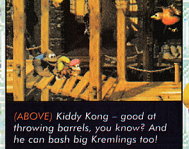
(ABOVE) You'll have to buy these useful Memory Paks separately.

(ABOVE) UMK3 – an essential buy for every Mortal Kombat fanatic.

THERE'S A THOUGHT!

Dear Dave,
I've been thinking of writing to you for ages. Please answer my N64 questions.
(1) On Mario Kart on the Super NES, the track moves around the kart instead of the kart moving around the track. Is this the same on the N64 version?
(2) I'm one of the lucky ones who has played on the N64, and I think Pilotwings 64 is amazing. However, I imagine that after a while I'll lose interest. Do you think it's worth paying lots of money for it, or should I wait until it comes down in price?
(3) I've decided to buy Super Mario 64 and Mario Kart 64 first for my N64. What other game do you recommend I buy?
(4) Will the N64 coloured controllers be released in the UK?
(5) Have you heard any more news on the N64 version of Legend of Zelda?
Thomas Campbell, Stoke-on-Trent.

DAVE:(1) Yes. (2) I doubt we'll see the games coming down in price for some time yet, so buy it now! (3) Blimey, the six million dollar question! I haven't a clue – you're spoilt for choice. (4) I'm sure they will at some stage. (5) Yes, simply turn to the Shoshinkai pull-out in the centre of this wonderful issue for all the gossip on The Legend of Zelda 64 and a host of other hot N64 titles!



(ABOVE) Kiddy Kong – good at throwing barrels, you know? And he can bash big Kremlings too!

N64 PLAY

NINTENDO 64

CART SPEC

- **BY:** SETA
- **PRICE:** SEE IMPORTER
- **RELEASE:** OUT NOW (JAPAN)
- **GAME TYPE:** GOLF SIM
- **CART SIZE:** 64 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1–4 Players
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** N/A
- **OPTIONS:** Club selection

GAME INFO

- **GAME ORIGIN:** The oldest golf course in the world is the setting for the first N64 golf sim.
- **GAME DIFFICULTY:** Easy to Moderate
- **SCORE TO BEAT:** Two under par during first round. Failed to make the cut.

GAME CONTROL

- **CONTROLLER:** 3D Stick
- **RESPONSIVENESS:** Adequate

A — Shot/Confirm option

B — Return to previous option.

Z — Confirm option

Camera angle / Camera angle / Camera angle / Camera angle

L/R — L: Not used; R: Not used

S — Pause/Option menu

GAME CREDITS

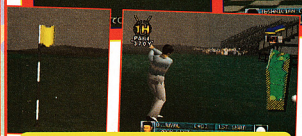
- **DEVELOPED BY:** SETA
- **DISTRIBUTED BY:** SETA
- **MADE IN:** JAPAN
- **ARTWORK:** < SETA

With the winter months upon us and all the fair weather players wrapped-up in front of the fire, this is the perfect opportunity for serious golf addicts to play a round without constant interruptions from lesser enthusiasts. However, if you still fancy a spot of ball whacking, but don't fancy braving the cold, why not check out the first golf game on the N64?

Although there's been a selection of golf games on the Super NES, there hasn't been an outstanding title. The only two that spring to mind are Pebble Beach and PGA Tour Golf. With technology becoming more advanced, you'd think the games would be more realistic and playable. Not so! The 32-bit golf games have hardly received rave reviews, even though they look much better, which makes you wonder whether or not golf titles are suited to more advanced machines. Well, now it's the turn of the N64 to take a swipe at the golfing market, and what better place to start than the most famous course in the history of the game – St Andrews!

STANCE BY YOUR MAN!

Golf fans might remember Seta from their Super NES days. They were the brains behind Pebble Beach and Augusta Masters. Now they've taken to the links again, only this time things are very different. For a start, the golfers have been reproduced using motion capture to create the most realistic movement possible. Your golfer's stance changes depending on the shot so, if you need to punch the ball, the character adopts a crouched posture. Likewise for teeing off, your golfer's stance is more upright.



MISTY, MOISTY MORNING!

There are three main gameplay options to choose from – Single Hole, Round and Tournament. Single Hole is a beginners guide, and introduces a power meter to help you gauge the strength of each shot. Round allows you to take to the infamous St Andrews course in perfect weather conditions. Tournament offers up to four players the chance to compete against a host of professionals. The weather conditions and tee off times are randomly selected, so one day you could be teeing off first thing in the morning with the mist still rising off the fairways, and the next (as long as you make the cut) you could be blessed with glorious sunshine.

GOING THROUGH THE MOTIONS!

Once you're ready to tee off, there are a few procedures to go through before you can send the ball up the fairway. Your first decision is the tee placement, followed by the direction. This is normally set in line with the pin, although you might need to adjust it slightly to compensate for the wind. Once you've selected the point of contact, you're ready to set the power for your shot. This is achieved by pulling back on the 3D stick. The further you pull down, the harder the shot. Now keep an eye on the ball in the bottom right hand corner. For the perfect shot, release the stick when the red circle is at its smallest. If you hit the ball well you'll be congratulated by the computer with either "Nice shot" or "Good shot." Who said the N64 couldn't handle decent speech?

STRIKE A POSE!

To help you gauge the power of the shot, which can prove tricky on some of the shorter chips and putts, you can select from one of four camera angles. You can choose to be either in front or behind the golfer, or in front or behind the ball. Unfortunately, you cannot view the actual shot from a different viewpoint, the camera instead switching automatically to the default setting (behind the golfer) the moment you strike the ball, before following the dimpled sphere up the fairway.

EWS GOLF

TITLE DECIDER!

And you join us for the final hole in the NMS open. It's still anyones game, although I think Chris will need Mr Faldo to play his shots if he's going to lift the trophy! On second thoughts, he'd better ask God to join him...

That's a great shot by Upchurch. He's whacked it straight into the building, off a spectator's head, and it's hurtled another fifty yards up the fairway! If there's an award for the most creative shot, that's the winner!

Davey's in a spot of trouble. He's in the heavy rough and it's going to take something special to get that back in the game. He's up...and...oh dear, that's absolutely crap! Oh well, there's always next year, eh Davey?

So, can Shaun capitalise and sink this shot? It's on its way and its nicely on the green! Hang on though, that's the seventeenth. What a plonker, he's played the wrong way! That's it, Shauny. Kiss your title hopes goodbye!

And we join Pete on the green. He only has to keep his nerve and the title's his. It's going...going...gone! Pete's won again! Before the round he didn't even know which end of the club to use! It's just not fair!

COMMENT

SHAUN After playing golf games on various consoles, I was really looking forward to St Andrews. However, it's a disappointment. It's not so much that it's a crap game – it's not. In fact it's quite good, but it just doesn't live up to my expectations. Maybe we've been slightly spoilt, or perhaps I was slightly naive and expected too much. With only one course, it's not too long before you're familiar with the layout. Also, the play control is too easy to learn. Once you've decided where to hit the ball, the power is the only factor that can ruin the shot. You'll soon find that strategy goes out the window, and you'll fly through a round with little thought or effort. Golf fans shouldn't get too disheartened, it's still quite good. I guess I was just hoping for so much more.

64 PLAY

NINTENDO 64

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK			■	
MONTH			■	
YEAR			■	

GRAPHICS

▲ The players look realistic, and fans of this sport should recognise many landmarks on the course.

▼ The spectators are static, and they look like they've simply been dropped onto the course!

SOUND

▲ Non offensive music plays in the background which fades in and out before and after shots. The speech is also pretty good.

PLAYABILITY

▲ Probably the easiest play controls ever for a golf game.

▼ Once the basics have been mastered, it's only your incompetence that affects your shot.

LASTABILITY

▲ The four-player option adds oodles of life to a single course title.

▼ After a short while you'll become bored playing the same course.

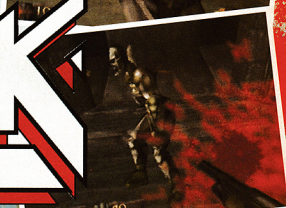
OVERALL

Not the golfing extravaganza I was expecting, but not too bad either. If you're not a fan already, it's highly unlikely that you'll catch the golf bug after a round on St Andrews.

SPECIAL PREVIEW

The Turok coverage continues! You've seen the jungle. You've seen the dinosaurs. You've seen the soldiers. You've seen the awesome weapons. But now, I suppose, you want to see more. Well, wrap yer eyes around this little lot!

This month we were lucky enough to get our hands on a 4-level demo of Turok, and discovered more new elements that we'd ever have believed possible! The most striking feature was the indoor levels, where Turok steps away from the steaming jungle and into mysterious temples crammed with devious traps and secret passages. We also came face to face with a host of new nasties, all of whom were damned scary! Whatever you do, don't play this game alone...



TUROK
DINOSAUR HUNTER

IT'S NOT JUST A JUNGLE OUT THERE!!

AMAZING NEW TUROK SHOTS!!

HOT POLYGON ACTION!

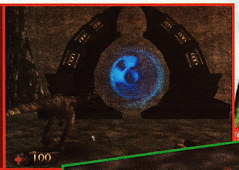
One pathetic argument aimed at the N64 is that it can't handle FMV clips like CD-based machines. What a load of rubbish! Turok features stunning polygon-based intro sequences, one showing the coders' Iguana mascot being attacked by axes, and another of Turok himself loading and firing his bow and arrow! When Turok dies there's another amazing sequence showing him being resurrected by mysterious spirits!

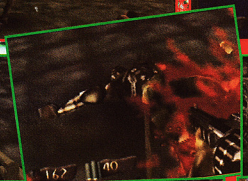
MORE THAN MONSTERS!

Although the main enemies you'll encounter are dinosaurs (no surprises there, given the game's name), there's a host of other nasty meanies to challenge. In the temple scenes, Turok is attacked by vicious tribal warriors wielding poisoned darts and sharpened scythes, while some levels are guarded by terrifying Witch Doctors who fire flaming skulls at our poor hero! Even worse, rather than staying dead the nasties regenerate after a few minutes, ready to slaughter Turok once more!

POWERFUL PORTALS!

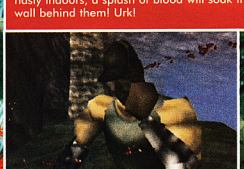
Another new element is the shimmering portals found in every level. Some of these portals appear inside stone arches, and transport Turok to the next level. However, some portals open randomly, throwing Turok into a dangerous sub-level where he must perform a task, such as jumping between stepping stones to avoid falling into electrified water. If he completes the perilous task, a plethora of power-ups is his reward.





IT'S A BLOODBATH!

Turok definitely isn't a game for the squeamish. With more blood than Doom and MK combined, expect some tabloid newspaper to be enraged by this violent game! The nasties react differently depending on where you shoot them – shoot them in the chest and they fall backwards in a shower of red, in the head and they stagger around with a jet of blood streaming from their skull and, if you graze them, they'll crawl away and beg for mercy! What's more, if you bag a nasty indoors, a splash of blood will soak the wall behind them! Urk!



(LEFT) Oooh, these guys are a bit scary, aren't they? Oh well, just shoot 'em...

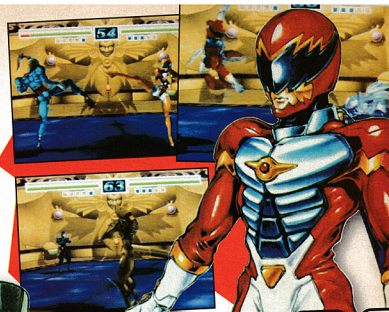
GAME DATA

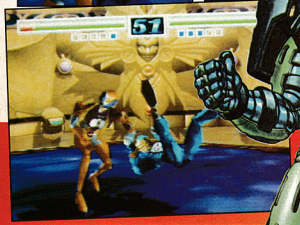
- **GAME:** TUROK: DINOSAUR HUNTER
- **BY:** ACCLAIM
- **RELEASE:** MARCH 1997
- **GAME TYPE:** 3D SHOOT-'EM-UP
- **PLAYERS:** 1
- **SYSTEM:** NINTENDO 64

PREVIEW

Okay, okay, okay. We know the Dual Heroes look like Power Rangers having a bad hair day, and that we've teased you with too many renders in recent issues. However, your patience is about to be rewarded with oodles n' oodles of real game shots. On with the show...

Dual Heroes, which made its playable debut at the Shoshinkai Show, promises to redefine 3D beat-'em-ups. The game centres around four mysterious fighters, Hoe, Zen, Gun and Gai, who indulge in bouts of ultra-violence across a range of spectacular battle arenas. At present, details about Dual Heroes are scarce, and the story behind the game hasn't been revealed. However, judging by these shots, DH is gonna be an excellent fighter no matter what ropey tale the coders attach to it!





THE PLINTH

This spectacular scene sees the Dualies fighting on what looks like a huge bird table! Again, the fighters must be careful not to lose their footing and tumble off the edge of the plinth, or else they'll fall to their doom! Aaaiiii-eeeee!!

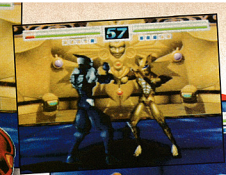
TOTAL CONTROL!

If you think you know everything about fighting games, prepare yourself for a shock. Because of the revolutionary 3D Stick, Dual Heroes requires players to learn a totally new way to control the characters. Rather than simply pressing Punch and Kick for pre-defined moves, the 3D Stick is used to precisely target your attacks. Therefore, if you're about to kick your opponent in the stomach, but they suddenly raise their defence, you can arch your leg upwards at the last moment and plant your nasty little foot in their chest!

(ABOVE) *The 3D Stick lets you target your attacks with precision!*

NO MORE HEROES!?!

Although only four Heroes have been revealed so far, expect more characters to be announced. Some of the shots show a golden Hero who can uncurl a huge, crocodile-like tail, and a white female character wearing a delightful mini-skirt! Whether these are playable characters or bosses is unclear but, if you keep reading NMS, all will be revealed in time!



(LEFT) Don't call them Power Rangers by mistake, or you'll get a face full of fist!

HEROES

ILL BOW TO THE POWER OF DUAL HEROES!!

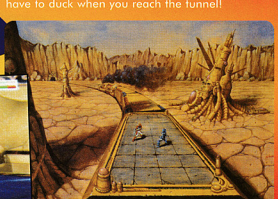
LORIOUS REBIRTH OF 3D BEAT-'EM-UPS!!

GET ON THE SCENE!

Another amazing feature revealed by these new shots are the arenas. Rather than boring, static scenes like SF, the backgrounds in Dual Heroes are more interactive and dangerous than any seen before. Just take a look at these development paintings...

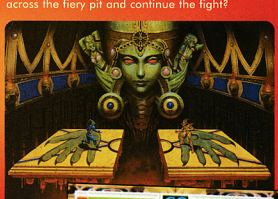
THE TRAIN

This battle takes place on top a train as it cuts through a barren landscape. You'll have to be careful that you don't fall of the edge or get distracted by the dazzling backdrop. And you'll have to duck when you reach the tunnel!



THE IDOL'S ARENA

Here the Heroes slug it out under the statue of an ancient goddess. However, the arena is split across two platforms which the goddess can move apart at will. Do you have the nerve to jump across the fiery pit and continue the fight?



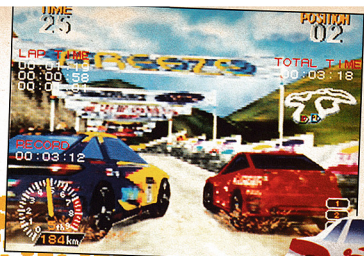
GAME DATA

- GAME: DUAL HEROES
- BY: HUDSON SOFT
- RELEASE: TBA
- GAME TYPE: BEAT-'EM-UP
- PLAYERS: 1-2
- SYSTEM: NINTENDO 64

PREVIEW

If Cruis'n USA isn't your cup of char, don't despair. If you want something more realistic than Mario Kart 64, you won't have long to wait. Yes, speed demons, if off-road racin' in foul weather spins your wheel, Multi-Racing Championship is the game for you!

For well over a year now, a 20-strong team of Imagineer coders have been slaving over MRC. Hailed as the game that will topple Sega Rally and Ridge Racer from their respective thrones, MRC allows players to race both on and off the beaten track, create their own cars and contend with unpredictable weather conditions that make the UK look like the South of France! And running at a dazzling 30 frames/sec, MRC is set to wipe the floor with its lesser 32-bit rivals!



(ABOVE) Just look at the detail on those cars! Only the N64 can do this! It's awesome!

MULTI-R CHAMPI

CHOOSE YOUR CAR!

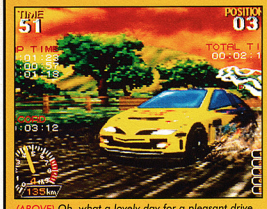
MRC features six different cars, ranging from boy racers to 4x4 monsters. However, if you feel the need to stamp your own driving style on the game, you can customise to your heart's content! Each car has seven different machine settings, including steering, breaking, gears, suspension and aerodynamics. Even better, you can record your custom car onto a Memory Pak and take it to your mate's house for a test spin!

LET'S OFF-ROAD IN IMA

(ABOVE) MRC is full of excellent details that add to the realism, like dust spraying up from the wheels.

OH GAWD! LOOK AT THE WEATHER!

Looks like the MRC racers should've heeded police warnings and stayed indoors! The game places drivers at the mercy of rain, snow, hail and black ice, players having to choose the car best suited to the inclement conditions. To make matters worse, there are even night tracks to contend with, so spotting that nasty sheet of ice in the distance mightn't be so easy!



(ABOVE) Oh, what a lovely day for a pleasant drive in the countryside. Anyone bring a picnic?

(ABOVE) *It's a tunnel vision! Note how the lighting on the cars changes when they're in the dark.*

RACING ONSHIP

GINEER'S NEW N64 RACER!!

GO YOUR OWN WAY!

Whereas most racing games force you down a pre-defined route, MRC allows players to choose their own way to finish the course. In one scene glimpsed on a rolling demo, the racers are given a choice to steer their way down a treacherous, icy slope, or take a longer route under a bridge and across a grassy verge. Therefore, even when you've mastered every course, you can come back and find the quickest way to finish the race.

GAME DATA

- **GAME:** MULTI-RACING CHAMPIONSHIP
- **BY:** IMAGINEER
- **RELEASE:** JUNE 1997
- **GAME TYPE:** RACING GAME
- **PLAYERS:** 1-2
- **SYSTEM:** NINTENDO 64

PERFECT 3D HANDLING!

Once again, the revolutionary 3D Stick is the perfect way to control your dream machine. Rather than the simple Left and Right turns you'd get using those 'orrible 32-bit controllers, the 3D Stick allows you to take long corners gently, or make daring hand-brake turns if you're feeling tasty. In fact, the Stick is a perfect tool for helping you negotiate every slippy corner.

Okay, we've got no idea what happened to Namco Gallery One. No doubt it was chock-full of great titles which, once again, passed us by. Anyway, let's not worry too much 'cos Volume Two is here and, although we probably won't see this in the UK either, at least this time we're on the case!

Retro games are all the rage nowadays. You only have to look at the re-released classics appearing on every console to realise that it's become a serious business. The formula, in theory, seems simple; wheel out a few oldies, stick 'em on a cart and sell it at a favourable price. Unfortunately, that's not always the case. Take Game Box Gallery (and very few of you did). Here's a title that featured four Game and Watch titles which were average at best. Naturally, it flopped. Well, we're about to learn about a new four-in-one cart, although this time only two titles will probably be familiar to you.

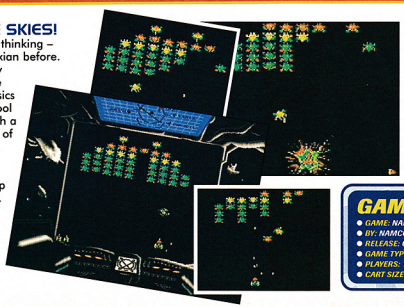
NAMCO GALLERY 2

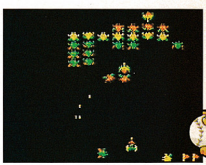
LET'S SEE WHAT NAMCO HAS IN STO

IT'S FOUR-GAMES-IN-ONE, BUT THEY

SHOOT FOR THE SKIES!

Now, I know what your thinking – I'm sure I've seen Galaxian before. And you'd be absolutely right! It appeared in the Game Boy Arcade Classics range, but it's such a cool game that it's well worth a second stab. The object of the game is virtually identical to Space Invaders, only this time waves of enemies sweep down the screen at you. Once a level has been completed, a new batch appears, only this time they're slightly more intelligent and quicker off the mark.



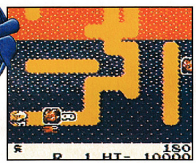


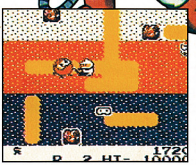
GAME DATA

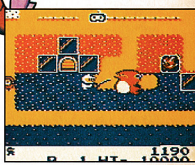
- **GAME:** NAMCO GALLERY 2
- **BY:** NAMCO
- **RELEASE:** OUT NOW (JAPAN)
- **GAME TYPE:** VARIOUS
- **PLAYERS:** 1 PLAYER
- **CART SIZE:** 4 MEG

YOU'RE GONNA DIG THIS!

Dig Dug is another game that may be familiar to you. It was a huge hit in the arcades during the late Eighties, and is similar to Mr Do! You control Dug, a weird futuristic miner, whose job is to wipe out all his enemies by inflating them with his foot-pump 'til they explode. Dug can also take advantage of the rocks, but be careful 'cos the earth disappears as you walk, so make sure you don't squash yourself! There's also a New Dig Dug version on offer, which allows him to collect more special symbols for extra bonus points.







A TOWER OF STRENGTH!

Tower of Druaga is a puzzle game set in a series of mazes. You play a knight in shining armour, and it's up to you to find the key which takes you through the locked door and up to the next floor. However, trying to thwart your progress are a host of evil nasties which, tho' not too taxing, can remove your health simply by touching you.

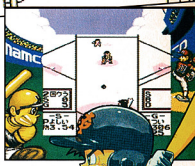
After a gentle intro, the mazes become more taxing, and the baddies even more determined to stop you rescuing the princess.

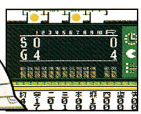
E FOR YOU!!

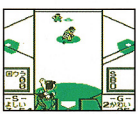
'RE NOT SO NEW!!

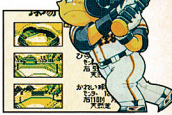
BASES LOADED!

Family Stadium Four is an easy-to-understand edition of baseball. There's no fancy tricks (except being able to swing the ball when pitching) – it's a straight forward, pitch, hit and run sports game. Of course, there are still a variety of teams from which to choose, and all the rules you'd expect from the real thing. There's simply less emphasis on the serious side of the sport and more placed on fast fun.









The mad bomber's back! Yes Nintendoids, dust off your multi-taps 'cos the game that started the four-player craze is exploding back to life on both the Super NES and Game Boy. However, although both games feature the same character, you're about to discover that they're as different as chalk and cheese.

When it comes to video game heroes, you don't get much bigger than Mario. If you ask puntlets in the UK you might hear Donkey Kong mentioned but, other than that, few other names would spring to mind. However, in Japan you'd probably get writers' cramp as they reel off name after name, including Mega Man and Kirby. Nevertheless, there's another character who's bigger than most - Bomberman! You only have to look at the amount of merchandise available to realise that the Japanese have taken this explosive hero to their hearts in a big way. So, why's he such a legend? Let's take a trip to his crazy world and find out...

I'll B-DAMNED!

Bomberman B-Daman is a variation on the traditional Bomberman series. Unlike his predecessors, B-Daman fires projectiles called B-Bullets from his stomach, rather than the more familiar bomb attack. His mission is to destroy enemy bombs which are dotted around the screen. However, it's not as easy as it sounds. In order to complete his assignment he must kill all the enemies with one shot. Tough, eh? Overall there are 100 levels in Challenge mode for you to crack, and we haven't even talked about the Battle option yet!

ARMED AND DANGEROUS!

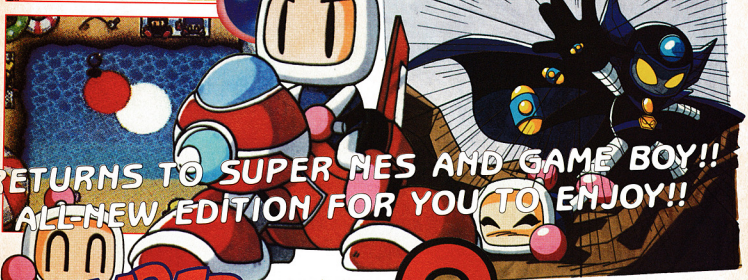
At the beginning of his quest, Bomberman's firepower is extremely limited. In fact, firing a single bullet is his only defence! At random intervals during each stage, a variety of power-ups appear which can help your hero build an arsenal of skills to overpower his enemies. These include Giant Bombs (which create a huge explosion covering a wide area), B-Da-Blade (which increase Bomberman's speed), and Power Wing which increase the speed of his B-Bullets. Watch out for the skulls, though - they'll slow you down and make you vulnerable to enemy fire!

GAME DATA

- *GAME:* BOMBERMAN B-DAMAN
- *BY:* HUDSON SOFT
- *RELEASE:* DECEMBER (JAPAN)
- *GAME TYPE:* PUZZLE GAME
- *PLAYERS:* 1-4 PLAYERS
- *CART SIZE:* 16 MEG

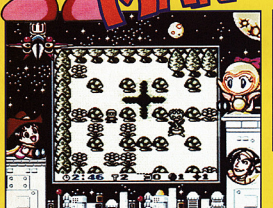
THE BATTLE'S BACK ON!

Once again there's an awesome Battle mode which allows up to four players to compete against each other in a quick-fire knockout tournament. The rules are simple: avoid your opponent's fire and destroy them as quickly as possible. Once you've defeated the rest of the pack, you'll be rewarded with a Custom part. At present we're unsure how these work, but we imagine that you'll be able to choose from a list of bizarre icons which give you improved powers to take into the next round.



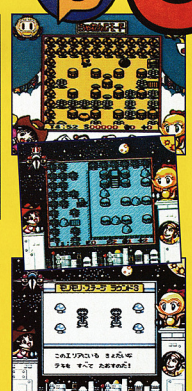
RETURNS TO SUPER NES AND GAME BOY!!
N ALL-NEW EDITION FOR YOU TO ENJOY!!

BOMBER MAN GB 3



SPRING IN YOUR STEP!

As always, new and improved icons have been added to offer experienced bombers an even greater challenge. Although the game is scheduled for release, these add-ons are being kept secret until the day of launch. One new feature we do know about is a 3D maze layout. By taking advantage of new spring boards, gamers can escape their enemies by jumping onto previously out-of-reach ledges. Remember, this option is also available to your competitors, so you'll have to think quick if you're to keep them boxed in!



BACK TO HIS BEST!

Fans of the original Bomberman titles will be pleased to learn that he's returning to the Game Boy in his traditional attire. Once again, your objective is to complete a series of levels by dropping bombs at your enemy's feet, whilst avoiding their identical attacks. However, this time your hero can choose from four Moto-Bomber vehicles which all offer a variety of extra protection and increased skills, ranging from shields to bomb blasts. The bikes also enable Bomberman to leap over hard blocks to safety.

GAME DATA

- GAME: BOMBERMAN 3
- BY: HUDSON SOFT
- RELEASE: DECEMBER (JAPAN)
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1 PLAYER
- CART SIZE: 4 MEG

NMS ON THE ROAD

I've braved the wind in Manchester, the rain in Brighton, the concrete jungle of Milton Keynes, and the Welsh in Cardiff. Now it's my chance to visit the place where the sun always shines, the birds sing and the... oh, I don't know! Anyway, to quickly sum up – I'm back home in my beloved Southampton!

Ahhh... Southampton. My home town and, quite frankly, a joyous place to live! Usually in this section I try to introduce the town or city with a quick history lesson, or a recollection of my previous excursions. So, you're probably expecting a laborious story on the life and times of Southampton. Wrong! I have to admit, I know absolutely nothing about it! There's the historical Bargate in the middle of the city centre, and it's home to the worst football team in the Premier League, which, in turn, has the player with the biggest nose. Apart from that, I know zilch. So, now that I've insulted most of the locals, on with the Tour...

COMING SOON!

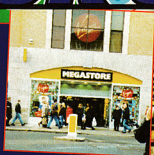
Next month you'll not only read about Davey's excursion to Belfast, but also discover our plans for the new-look NMS UK Tour '97 feature. Yes, Nintendoids, all will be revealed next month. Stay tuned!

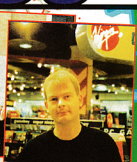
NMS UK TOUR 96

VIRGIN

ABOVE BAR

I was able to grab a quick word with Virgin Sales Assistant, Andrew Gore, who informed me that the Game Boy Pocket was selling well. He also expected big things from the newly released FIFA '97, and the soon-to-be-released Donkey Kong Country 3. Things were pretty quiet on the N64 front, with only a handful of enquiries. "We've had a few people ask about it, but not many," he says.





Bryan Ferry is something of a gaming superstar. He's represented the UK in the Blockbusters Challenge in America twice, both times finishing a credible third. "Both years I lost to a Japanese guy in the semis," he says. So what does Bryan play at home? "I play fighting and racing games, and own Mario World, Mario Kart and loads of others. I'm saving for the N64 which looks brilliant."

Trevor Harbut is a mega sports fanatic and lists ISS Deluxe and FIFA Soccer as his personal sporting favourites. He also owns a Game Boy, although his playing habits are rather bizarre. "I always have a quick play while I'm on the toilet," he says. Thanks Trev, that's more information than we needed! Unfortunately, he also wore a Southampton scarf for the photo, so our apologies go to any reader that may be offended!

Glen Cramer is a huge fan of the Star Wars series on the Super NES so, naturally, he's been very impressed with the Shadows Of The Empire coverage. "It looks awesome. It's worth buying a Nintendo 64 just to play it," he says. So, what would Glen like in his Christmas stocking? "Er, Pamela Anderson would be nice! Failing that, Donkey Kong 3 wouldn't be bad either..."

SOUTHAMPTON

ELECTRONICS BOUTIQUE

EAST STREET

Deputy Manager, Leo Ridgway, confirmed that the Game Boy Pocket is selling well, and that Super Game Boy sales have picked up. On the software side, Sim City 2000 and Yoshi's Island are the most popular. "We've had loads of people asking about Donkey Kong Country 3. I think it's going to be really big," he says. Leo also believes that the infamous Nintendo loyalty will guarantee the success of the N64. "We've heard lots of people saying they're going to buy a Nintendo 64, no matter what."

NMS ON THE ROAD

First up was Ryan Hoad, an avid platform nut, but whose favourite game is Super Mario Kart. It's also the game he most wants to play on the N64. "Mario Kart 64 has really impressed me. It looks so good." He's owned his Super NES for a year, and has been reading NMS for about one and a half. "I don't think you can improve NMS. It's excellent," he says. Cheers Ryan... flattery will get you everywhere! Have a T-shirt and be on your merry way!

Wayne Tatum has been a Nintendoid for years, and still enjoys a battle on Bomberman. "I first played Mario Kart round my friends house, and then bought a Super NES myself," he says. Wayne is fortunate to have played Mario 64 and Pilotwings 64 at THE Games, so what did he think? "Mario is a very good game. It's very addictive. Pilotwings was okay. The graphics were excellent, but it's not really my type of game." Fair enough, Wayne.

Next to step forward was Ian Bell who informed me that he recently bought a new Game Boy Pocket to replace his chunky original. So how does it compare? "It's much clearer, especially on Donkey Kong Land. You don't have to keep moving it to get the best picture in the light. It's really good." Yet again, Ian has already played Mario 64 and was well impressed with what he saw. "I'm definitely buying an N64 in March," he says.

John White (no relation) plays mostly platform games and owns Donkey Kong Country One, Two and Yoshi's Island. Overall, Mario is his favourite character 'cos his games are more addictive. John is excited about the N64 release after playing Super Mario 64. "The game was excellent, the graphics are awesome, and the 3D Stick was really easy to use."

Ian Hunter has been reading NMS for ages and loves the Reviews and Previews, but thinks that we should increase our Tips coverage (we'll see what we can do). As for games, Ian is a huge Mega Man fanatic, and has completed all his Super NES adventures. "I like the way he can collect different armours and guns, and blast the various baddies." Will Ian buy an N64 when it comes put in March? "Definitely! I've seen all the features in NMS and it looks very good. I'm thinking of buying Mortal Kombat Trilogy when that comes out."

Dean Grout loves playing racing games, although he admits he's not very good. He also enjoys playing RPGs and still rates Zelda as the best of the bunch. "It's been well thought out," he says. Dean was disappointed about the delays, to the extent of considering buying a Playstation! Luckily he saw sense and has decided to wait for the N64.

Jason Lawrence is a huge Mario fan, and believes the little plumber is far superior to any of his platform rivals. "Mario's more adventurous, and the gameplay is much better." Jason wasn't bothered by the N64 being delayed as it gives him more time to save up. "The game I really want to play is Super Mario Kart." What would Jason like to see developed for the N64? "Ridge Racer. Other than that...nothing!"

Adam Farrugia has owned a Super NES since it was first released, and he already owns a Nintendo 64. "I've got WaveRace 64 and Mario 64. Waverace is brilliant," he says. So, what does Adam plan to buy next? "I'm going to buy Super Mario Kart 64, although I want to buy anything that's released for the N64. I'm also getting Donkey Kong Country 3 and Street Fighter Alpha 2 for my Super NES."

Chris Martle owns a Game Boy and has about 10 games in his collection, listing Marble Madness and Zelda amongst his favourites. "I like Zelda 'cos there are so many levels and weapons to choose." What's the next thing Chris will buy? "I don't know. It'll probably be a Super NES, the Super Mario All-Stars bundle I expect."

James Younghusband has been reading NMS since issue #45, and loves the N64 news and tips guides. "The first issue I bought had Mario and Mario Kart on the cover and it was really good," he replied. "I've owned a Super NES for about four years, and own lots of the classics such as Super Mario Kart and Zelda." So, what's next for James? "A Nintendo 64. I've been saving since the start of the year. The 3D world in Mario 64 looks fantastic," he says.

LITTLE OF THE PAST!

So, 1996 is long gone but, before we cast aside the old and look forward to the new, here's the top five Super NES games of 1996 as voted by the NMS crew.

(1) DONKEY KONG COUNTRY 3

ISSUE 51 NMS 98%

Join Dixie and Kiddy as they endeavour to save Diddy and Donkey Kong. More levels, more baddies and an even greater challenge awaits. Buy it before someone else beats you to it!

(2) TETRIS ATTACK

ISSUE 52 NMS 93%

The only puzzle game to overthrow Tetris, and a game you must own. Both Super NES and Game Boy versions are available and, what's more, they feature characters from Yoshi's Island!

(3) WILLIAMS ARCADE'S GREATEST HITS

ISSUE 51 NMS 92%

Not just a game for old farts to switch on and enjoy... first timers will love it too! The cart features five classics, namely Defender, Defender 2, Joust, Robotron 2084 and Sinistar.

(4) TOY STORY

ISSUE 44 NMS 92%

Join Woody and Buzz Lightyear as they bring all the magic from the biggest movie of 1996 to the Super NES. Help them through 17 levels, and return the deadly duo to the safety of Andy's toy box.

(5) OLYMPIC SUMMER GAMES

ISSUE 45 NMS 91%

It's your chance to make up for our dismal performance in last years Olympics. The game features eight disciplines from the track and field programme, as well as two shooting events. Go for Gold!

On the 1st of March, the awesome Nintendo 64 will be launched in the UK.

It will revolutionise the way you play games.

MONTH!

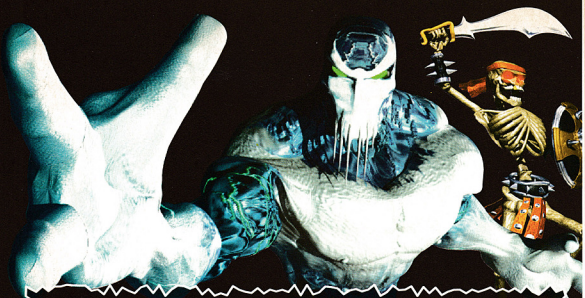
G THE SYSTEM!

On the 19th of February, the new-look Nintendo Magazine will be launched in the UK.

It will revolutionise the way you read magazines.

NEXT MONTH!

THE BEST IS YET TO COME!



Over the past few months, the NMS boys have been working on a Top Secret project. Now, at last, the secret can be revealed: Nintendo Magazine System is evolving into the supreme guide to all things Nintendo.

Of course, it'll still have the best Super NES and Game Boy news, reviews, previews and tips in the business, just like it's always had. But now it'll also have killer N64 coverage, including massive in-depth reviews of the UK versions of all the new N64 games.

And, because we're the official magazine, we've got insider knowledge about all the exciting things that Nintendo have got planned for its UK fans in the months to come.

Obviously, we can't give away too much at the moment, but we know you gonna love what you see.

'Nuff said.

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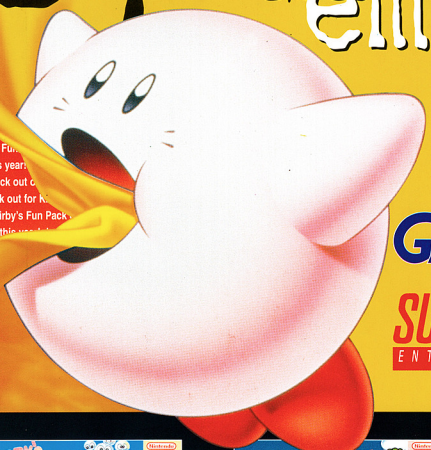
Suck 'em in Spit 'em out



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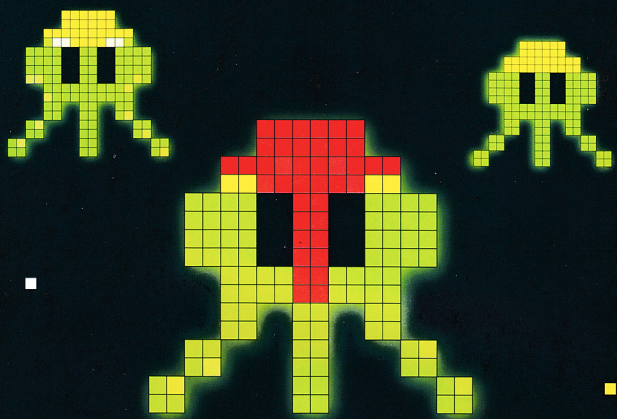
we think modern gamesplayers have had it easy



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